

OF FAE & FIENDS

An original audio fiction story
by

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The story begins with a tape recording of JACK, the main character's grandfather, recording on a scratchy cassette in the early 1990s, aged early 60s at the time. Jack has a Downeast accent, of the kind rarely heard anymore, and the terror of what happened when he was a boy shines through his matter-of-fact telling of the story.

SOUND DESIGN throughout to accompany action. As well as off-stage shouts, e.g. the boys saying "Hey, come on!" And a shriek when the FAE QUEEN is struck down.

JACK

Ayuh, so true as I can remember, this is the story of Carlow and I, what happened to us when we were boys. How he went missing. The newspaper says the boy was lost in the woods, but the folks who know much about the Greenways and the Bechels know that there's more to the story. The wood out behind the family farm has always had weird ways about it.

The old timers, they knew. My grandpa told me some of the old time wisdom, the ways people had of crossing the veil between worlds:

"Run widdershins round the great oak tree nine times on the full moon"

For instance. Or maybe:

"Put together a circle of rocks near the old quarry and light a candle with the hair of a horse that only ever walked on three legs"

That sort of thing. Oh, there were sightings, too. Odd creatures in the dark, mist that seemed to come alive, chuckling voices, all that stuff. Most of it was people's overactive imaginations, but some of it... (pause) Some of it was real.

(MORE)

JACK (CONT'D)

Now we was boys just then, Carlow and I, and we were born six months apart to the day, me on the height of summer and him on the height of winter. We were cousins, but we may as well been twins, we looked so much alike and we were that tied together. We ran amok together nearly every day. There were other kids in the village but in those days there weren't too many cars so the village felt far away. Carlow's place was only a little walk through the woods, though, he always came my way and never the opposite. Carlow's family wasn't as well to do as ours, his daddy was a fisherman, and a mean one at that, and his mom spent her days being quiet and letting him go do whatever he wanted to do. So just about every morning in summer Carlow would come by... we'd find him in the barn looking around or poking into the root cellar or even just sitting down at our dining room table. We never thought much of it. We loved Carlow, he was family.

So it was on account of this that I never really noticed the gleam in his eyes. The way Carlow always seemed to be on the lookout for something just out of sight. How he seemed to think things that other people had ought to belong to himself.

Carlow, like others, had heard the stories about the creatures who lived in the woods, but I guess he never had much luck tracking them down. It's why he needed me.

He needed me to show him all the haunts in the forest and the ways of knowing my family always had... The things we did for good luck, the places we laid out treats for the fae folk, the special places in the woods where something just a little extraordinary might come to pass.

(MORE)

JACK (CONT'D)

On the evening of my tenth birthday, which just happened to be the full moon, Carlow and I took to exploring down by the Greenway spring. Now, you probably know the Greenway spring is just an empty pit, now, the water drained out the year after this happened and never came back. But that night, it was full.

My grandpa told me, just like I'm telling you, about how on some special nights that if you sat quietly at the spring's bank and let the water go flat, and the moon come up and grace its surface, that the water might fall out and a doorway would open to the land of Fae.

Creatures might come through then, usually something trivial like a shapeshifting squirrel or an enchanted rabbit but maybe, every once in a blue moon if you were lucky, a faerie would come, and if you asked in just the right way, she might deign to grant you a wish.

Carlow knew this, I suppose, and he insisted he come along with me on the journey that night. I lay in bed, after Mama Rae sang me to sleep - or so she thought - when in actual fact I lay wide-eyed with anticipation until I heard a plink! Then another. Carlow was down below, throwing pebbles at my bedroom window.

I snuck out the window onto the landing that's above the summer kitchen, then a quick hop over to the maple tree and a shimmy down and I was on the ground next to him, sneaking out to the wellspring by the light of the full moon.

(MORE)

JACK (CONT'D)

We made quick work of it, hardly speaking a word the whole time, and maybe if I had, I'd have had a better idea what Carlow was really thinking.

We arrived at the well maybe -- I'd guess 10, 11 at night? We sat quietly for the longest time, staring into the rippling water and waiting for the moon to rise. I had a wind-up wristwatch, and I listened intently to the second hand. Tick. Tick. Tick. A minute would creep by, and then another. All the while staring at the moon, waiting for...

And then it happened. At the stroke of midnight, the rippling water went stock-still and slowly, ever so slowly, something came out. A faerie... And not just any faerie, but the queen of faerie herself. I don't know how I knew that, I just did... knew it in my bones as true as my own name as soon as I laid eyes on her.

Now there was one rule, my granddaddy said, and that was to never move, lest you spook whatever came through. It was like meeting up with a wild animal, you didn't want to startle it, or it'd run away or even attack you -- but if it say you, and acknowledged you, then you should go ahead and converse. But never make the first move. And never, ever think about hurting the creature. There were powerful forces in faerie and with one curse, a creature might ruin you and all your descendants in a single breath.

(pauses, licks lips)

So you can imagine my horror when Carlow springs like a beast from his crouched position, and muckles on to the queen of faerie like a front lineman breaking through and tackling the quarterback.

(MORE)

JACK (CONT'D)

I catch the merest glimpse of her,
 we lock eyes and the stare she
 gives me ripples down like
 lightning to the bottom of my
 spine. And then, splash. They're in
 the water, sinking so deep and fast
 that by the time my muscles work to
 stand, the surface of the water has
 already covered them both over and
 settled in like nothing ever
 happened. It was just a still night
 again; the warbling water, and the
 ripples of the moons reflection,
 glowing in there like the water
 trapped its soul.

I ran like hell back to the farm
 and raised a ruckus. Pa came
 running with me back to the spring
 while ma went raising a search
 party. We dragged up half the
 village that night with lanterns
 and flashlights, searching the
 great woods far and wide. The
 search went on for seven days
 straight, we even made the state
 paper, but no one ever laid eyes on
 Carlow again.

The ones who really knew, knew we
 were wasting our time to start.
 Carlow wasn't in our world anymore.
 He crossed over into Fae.

(licks his lips, unsure if he's
 ready to continue)

No one's seen Carlow since that
 day, except, no I get a feeling in
 my bones that he's coming soon.
 It's coming up on forty years to
 the day of what happened. I got a
 feeling something --

FX - Clack! The cassette tape stops midway through Grandpa's
 sentence.

2

INT. ATTIC, FARMHOUSE, DAY

2

POV shift to LIZZIE, 10, who has been listening to this old
 recording of her grandfather in the attic of the 1800s family
 farmhouse in rural Maine. It's modern day (2019'ish).

Her mom, CHERIE (30s) catches her listening to the tapes, and freaks out. Everything to do with her dad (Jack) is clouded in a trauma she won't talk about.

FX - Attic door pushed open.

Lizzie jumps.

CHERIE

Lizzie! I told you not to go in the attic! There's loose floorboards in here and -- what's that you're playing with?

LIZZIE

Tapes, mom.

CHERIE

Tapes?

LIZZIE

It was grandpa --

CHERIE

Give me those!

Cherie steps forward, grabs the tapes, starts stuffing them into the box.

CHERIE (CONT'D)

Grandpa was sick, Lizzie, that's how he ended up breaking his neck --

LIZZIE

He said there were faeries --

CHERIE

Stop. Jeez, in this house for less than four hours and already talking about faeries. Go downstairs.

LIZZIE

I can help clean up --

CHERIE

DownSTAIRS, Lizzie!

Lizzie reluctantly agrees.

LIZZIE

Okay.

Lizzie heads over to the stairs, walks down. Waiting downstairs is her grandmother, NORAH (60s).

NORAH
It's okay, Lizzie.

LIZZIE
(sniffs) Hi, grandma. I was only
looking at old stuff...

NORAH
I'll go talk to her.

LIZZIE
Is that okay? Mom says you have a
bad hip.

NORAH
I'll be fine.

Norah goes upstairs. We hear this conversation off-mic, from
Lizzie's perspective.

NORAH (CONT'D)
You shouldn't yell at her, Cherie.

CHERIE
Mom?! What are you doing up here?
Doctor Bronson said those stairs
aren't safe --

NORAH
I'm trying to calm down my only
daughter.

CHERIE
Calm *me* down, oh now that's rich.
If you want me to "Calm Down" how
about you stick to your promises,
mom?

NORAH
She asked me about him, I couldn't
lie.

CHERIE
We talked about all this. I only
agreed to come up here for *you*, not
to go prying the lids off family
secrets --

NORAH
It's been thirty-years to the day,
sweetie --

CHERIE
Don't call me

NORAH

-- and I think it's time we remember him. Try to fix what happened.

CHERIE

Fix. What are you even talking about?!? Don't you get it? THIS IS WHAT I MEAN!

NORAH

Cherie, I know it hurts. You always blamed yourself but it wasn't your fault --

CHERIE

Oh and now you're my therapist, is that how it is, mom?!

NORAH

We can make things right, Cherie ---

CHERIE

No! Do you how many years with Doctor Stark it's taken me to get my head straight after what happened?! I will not have that for my little girl!

NORAH

She needs to be prepared, Cherie!
It's her right to know!

FX - Someone KNOCKS on the nearby farmhouse door.

It's Great-Aunt DEBBIE (60s). A seemingly sweet old lady who turns out to be quite sinister. She is the sister of the late CARLOW.

The argument with Norah/Cherie continues in BG as Lizzie approaches the farmhouse front door.

LIZZIE

Hello?

DEBBIE

Oh, well, hello there. You must be little Lizzie.

LIZZIE

Uh, hi?

DEBBIE

I'm your Great-Aunt Debbie. Your grandma told me all about you. Can I come in?

LIZZIE

(confused) How'd you know we were here?

DEBBIE

(smiling) Well how many other cars with New York license plates show up in Spencer Village? Besides. It's the anniversary of a very big day. I had a feeling you and your mom might come visit.

LIZZIE

Oh.

DEBBIE

So can I come in?

LIZZIE

I don't know, my gram and mom are upstairs --

DEBBIE

(brightly) And it's just them I want to say hello to! Do you mind? We're family, after all.

LIZZIE

Okay.

Debbie crosses the threshold. Unbeknownst to Lizzie, Debbie is a foe of her family and an enchantment has kept their family from harm for all these years. No more.

DEBBIE

(peering around) Ah, so this is the Greenway Farmhouse kitchen. Ma always said how fanciful it was, how you all ate on the finest china plates and fine silver. (sniffs, disgusted) Now I see you eat take-out Chinese with plastic forks.

LIZZIE

What?

DEBBIE
 (raises voice) Hey Norah! Norah
 Greenway! Your kissing cousin has
 come calling!

Debbie walks through the farmhouse kitchen, to the living room, approaching the stairway up where we hear snatches of the ongoing argument.

NORAH
 You're part of this, Cherie, like
 it or not --

CHERIE
 I should've known, every other
 promise you've made to me you've
 broken, why not this one --

NORAH
 We can make it *right* --

CHERIE
 I'm out of here, mom!

Cherie storms down the stairs.

CHERIE (CONT'D)
 Lizzie, grab your things, we're
 leavi--what? Who the hell are you?

She stops stone cold to look at Debbie.

DEBBIE
 Don't I look familiar? I'm your
 Aunt Debbie.

Debbie should look familiar to Cherie. She's been haunting her dreams. But Cherie's mind is so denying of magic that she refuses to consciously understand the connection.

DEBBIE (CONT'D)
 Your dad, and my brother were
 cousins.

CHERIE
 My (thinks through the
 relationship) Carlow. The boy that
 went missing.

DEBBIE
 That's right. Sixty years to the
 day since that happened. And thirty
 years since your dad had the same
 thing --

CHERIE
 (briskly) *I do remember that thank you.* What are you doing in my house?

DEBBIE
 Your little Lizzie let me in. We're family, Cherie.

NORAH
 (alarmed) Cherie? Who's here?

DEBBIE
 And there's your mom. I just mean to have a word with her.

CHERIE
 Have a word with... ?

Cherie knows she should do something, but is so puzzled, she stands still. Debbie approaches the stairwell.

NORAH
 (hissed) Debbie.

DEBBIE
 Norah! Norah Greenway! Are you up in that attic again?! You know what I've told you about your bad hip!

NORAH
 Now why don't y --- aaahhhkkkk!

In a gruesome cacophony, Norah tumbles down the stairs.

CHERIE
 MOM!!!

LIZZIE
 Grandma!

Cherie rushes to her mom.

CHERIE
 Oh mom, mom, mom!!! Holy holy holy mom... mom...

NORAH
 (groans)

CHERIE
 Oh Jeez, Jeez, Jeez... Need to... need to call 9-11

Cherie digs up her phone, plugs in 9-1-1.

CHERIE (CONT'D)
Come on, come on!

Phone gives an error sound

CHERIE (CONT'D)
(vexed) No service! STUPID! Stupid
boondocks!

DEBBIE
Sssssh calm, Cherie. I've got the
landline.

We hear off-mic a cordless phone dial. Barely hear the 9-11
operator.

9-11
9-11, please state your emergency.

DEBBIE
We've have a terrible fall at the
Greenway farmhouse, on the Simpson
Falls road. Yes. It was Norah.
Okay.

Debbie hangs up.

DEBBIE (CONT'D)
They're on their way. They say not
to move her.

CHERIE
Okay... Okay... Oh mom... Mom...
Please... you... (trying to stay
calm) Thank you, Debbie.

DEBBIE
Don't think anything of it, Cherie.
After all, we're family.

3 INT. FARMHOUSE, MOMENTS LATER

3

MUSIC - Up opening THEME

In the VO, its GROWNUP LIZZIE (age 40) recounts her story.
Initially she presents as a new character and holds back the
'reveal' that young Lizzie and the older narrator are one and
the same.

GROWNUP LIZZIE (V.O.)

Once upon a nearby time, there was a girl named Lizzie, who lived in a place called New York City but came to Maine with her mom to mark an important anniversary. But, things didn't go as they planned. Lizzie's grandma Norah got hurt, and two men and a lady came in a flashing red ambulance to take grandma away.

Sound design of WHOOSHING ambulance, crackle of radio, etc. Cherie is hysterical, the medics are matter of fact/brushing her off.

CHERIE

Is she going to be okay?

MEDIC

Please, move aside, ma'am

CHERIE

IS SHE GOING TO BE OKAY?!

MEDIC

You can follow the ambulance --

MEDIC 2

Mike, she can ride with me.

MEDIC

You sure?

MEDIC 2

Would that work for you, ma'am?

CHERIE

But my daughter, my daughter Lizzie
--

DEBBIE

She can stay with me.

CHERIE

What?

DEBBIE

The hospital is a scary place for a little girl.

MEDIC 2

Your aunt's right. You can run her out to the hospital later, right, Debs?

DEBBIE
Of course.

MEDIC
Alright, we need to hurry, Doc
Bronson is already on his way!

CHERIE
Ah, yes. Okay. Sure. Lizzie. You
take care.

LIZZIE
Sure, mom.

They kiss.

CHERIE
Whatever you do. Don't go exploring
around this old house. It's
dangerous.

LIZZIE
Okay, mom. I promise.

CHERIE
You still have your phone on you?

LIZZIE
Yes --

CHERIE
Shoot it's not going to do any
good, is it? There's no service
around here. Tell you what. I'll
call on the landline phone. You
know what that is?

LIZZIE
(eye roll) Yes, mom.

CHERIE
Love you.

LIZZIE
Love you too.

MEDIC
Got to go!

Ambulance packs up, drives off, sirens wail.

4

INT. FARMHOUSE, MOMENTS LATER

4

GROWNUP LIZZIE (V.O.)
 Lizzie's mom told her not to go exploring... But that was impossible, right? How could a little girl from New York not go exploring all the gigantic rooms of that huge big house? Especially with her Great Aunt Debbie egging her on?

MUSIC - Mysterious transition

LIZZIE
 What's this room? (beat) It's full of books!

DEBBIE
 That's the Greenway family for you: so wealthy they have a whole room with nothing but books in it.

LIZZIE
 And a piano!

Lizzie presses some keys. The piano is horribly out of tune!

DEBBIE
 Maybe not the piano, dear.

LIZZIE
 I take lessons.

DEBBIE
 Mmm sure you do. Well that's a player piano. Look here.

Debbie fiddles with the piano, it starts playing, horrendously off-key, "IT'S A SMALL WORLD AFTER ALL"

LIZZIE
 Neat.

DEBBIE
 So many treasures they have, those Greenways.

LIZZIE
 Why do you keep saying "Those" - aren't you family?

DEBBIE

A different line, sweetie. My family has a farmhouse on the other side of the wood. It's not like this one at all.

LIZZIE

Yeah? What makes it different?

DEBBIE

Our fields have never grown so rich as yours, for one. We've never had such fortune. Terrible things happen to us.

LIZZIE

Like what?

DEBBIE

(seemingly changing the subject)
Lizzie, how old are you?

LIZZIE

Ten.

DEBBIE

Ten. See, that's the age my brother went playing in the woods, and never came back.

LIZZIE

(meekly) Oh. Was his name Carlow?

DEBBIE

It was. How do you know that? Wait. I'll guess. *You* found some tapes hiding in the old box attic.

LIZZIE

Yeah.

DEBBIE

Mm no wonder your mom was in such a state. She never forgave herself for what happened to her dad - your granddad.

LIZZIE

She never talks about it.

DEBBIE

Guilt will do that to you. Just like it did to her dad.

(MORE)

DEBBIE (CONT'D)

My folks suspected he never forgave himself for what happened when he was a boy. How Carlow went missing.

LIZZIE

Do you think that?

DEBBIE

It was an accident, sweetie.

LIZZIE

Like how grandma fell down the stairs?

Debbie knows full well it was not an accident.

DEBBIE

Exactly. (beat) Now, are you ready to go find the goat?

LIZZIE

(brightens) Wait. What? Grandma has a goat?!

DEBBIE

Oh yes! And he is a most extraordinary goat.

LIZZIE

Why's that?

DEBBIE

Because he showed up when your mom was about your age, and he hasn't aged a day.

LIZZIE

(laughs) Silly. Goats don't live that long. Even I know that.

DEBBIE

Do you now? Let's show and tell you then. (Debbie starts leaving) Are you coming?

LIZZIE

Mom said to stay near the telephone, to let me know what happened to grandma.

DEBBIE

We'll only be a minute, dear. It'll be over before you know it.

5

EXT. OUTSIDE FARMHOUSE, OUR WORLD - DAY

5

GROWNUP LIZZIE (V.O.)

Maybe Lizzie should have said no, but grownups have quite a lot of power over kids and so instead of saying any of the thoughts that were on her mind, Lizzie just nodded, and followed Aunt Debbie out of the room with all of the books, through the farmhouse kitchen and out a back door into a narrow passageway filled with piles and piles of old stuff. Lizzie was full of all kinds of funny feelings, bad ones, because of what happened to grandma, but also curious ones, because she was trying to understand what was going on.

LIZZIE

Aunt Debbie?

DEBBIE

Yes, dear.

LIZZIE

Where did the goat come from?

DEBBIE

(smirks) What kind of question is that? From a mommy and daddy goat, of course.

LIZZIE

But why would my mom never tell me about him,, if she had him her whole life?

DEBBIE

You're asking the wrong person, dear --

LIZZIE

But --

DEBBIE

--but if I were to guess, it's because he showed up the day your granddad died.

LIZZIE
 (stops, confused) Wait, the goat
 had something to do with granddad?

DEBBIE
 You sure do ask a lot of questions,
 dear. How about you be a good girl
 and help me catch him? Then you'll
 have all the answers you ever need
 to know.

6 INT. INSIDE BARN, OUR WORLD - DAY

6

Door opens, CREEEAAAANKKK

GROWNUP LIZZIE
 The passage ends with a regular-
 sized door, an old one, that opens
 up into the goat barn. It's dark in
 there, the only light coming in
 from a window way up top where the
 full moon is flooding in, catching
 on old farm tools and making
 shadows that look like monsters.

It smells like hay and poop. Lizzie
 is about to say that, but then,
 Aunt Debbie starts acting even
 weirder. First sign: Aunt Debbie
 grabs a shovel.

FX - clink! Shovel picked up

DEBBIE
 As I suspected, he broke right out
 of his pen. Good thing I locked the
 barn doors now, isn't it? Couldn't
 have gone too far... (raises voice)
 Hey! Hey little goat goat!
 (attempts to make goat sound)
 Brrrrrrraah! Brrraaaaahh! Come
 on... Come on little buddy, I'm not
 here to hurt you. (low, fast)
You'll hardly feel anything.
 (aside) Lizzie, darling, make
 yourself useful. Grab that coffee
 can and fill it with grain.

GROWNUP LIZZIE (V.O.)
 Sign number two: Debbie's not
 holding a shovel the way you hold a
 shovel to dig things.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)
 She's holding it like a weapon, the sharp edge of the spade facing the ceiling.

Lizzie complies, walking over to a grain bin.

LIZZIE
 You want what's in here?

DEBBIE
 Yes, that's the grain bin. Go on. (whistling) Hey goat! Hey goaty goat goat! I've got a real, authentic Greenway girl here for you! She's going to give you your supper!

GROWNUP LIZZIE (V.O.)
 Sign number three: there's a look in Aunt Debbie's eyes. A bad look. Lizzie has seen that look before. It comes right before bad things happen.

And that's when she hears it.

Inside a goat barn. The goat BRAYS.

GROWNUP LIZZIE (V.O.)
 Now, Aunt Debbie, all she hears is the "Braaaaahhh" of the Goat. But little Lizzie, she hears something else:

Repeat of Goat BRAY, but this time it's superimposed with English:

GOAT
 (now in Lizzie's head) Getttttttt outttt!

LIZZIE
 Huh? What?!

GROWNUP LIZZIE (V.O.)
 Lizzie staggers back, dropping the can of goat food.

DEBBIE
 What did you ?! Lizzie ? What's wrong with you girl?

Goat brays again.

GOAT

Getttttt meeee outttttt!!!

LIZZIE

But where? Where are you?!!

DEBBIE

Hey! Lizzie! He's talking to you, isn't he?! What's he saying?!

LIZZIE

He wants out.

DEBBIE

We can help him with that, can't we?

LIZZIE

I don't know. This is so confusing.

Goat brays.

GOAT

DDDDooooorrrr!!!

DEBBIE

Come on out Goaty Goat! Lizzie and I would LOVE to get you on your way. Wouldn't we, dear?

LIZZIE

B-b-b-b-but... Goats don't talk.

DEBBIE

This one does. (raises voice, getting sinister) Come on! Show your face, Kylandrian! Time to get this show on the road!

GROWNUP LIZZIE (V.O.)

This is when Lizzie notices a glimmer out of the corner of the barn, a little bit of moonlight catching in the eye of a living creature: the goat. And then the strangest thing seems to happen. The goat winks at her. Like it's the most obvious thing, like he isn't an animal at all, but a person, just like her. Aunt Debbie glances over, sees where Lizzie's staring, and then she rushes forward with the shovel!

DEBBIE

Alright, enough of that!

GROWNUP LIZZIE (V.O.)

Lizzie raises her hands to her mouth, about to shriek, to warn the goat about her crazy Aunt, but no! The goat moves quickly, he jumps back on his hind legs then launches forward at Debbie!

Goat leap attacks, Maaaaahhh'ing loudly, knocking Debbie sprawling!

DEBBIE

Unngggfff!! You rotten bugger!

GOAT

Baaaaaaaccckkk!!!

DEBBIE

Get back here! Lizzie - Help me catch him!

BOOM! Goat beats at one of the doors, desperate to escape the barn.

GOAT

Ffffwoolllllooowwww !!!
Ffffwoolllllooowwww !!!

DEBBIE

Lizzie! You don't know what he'll do if he gets loose!

GOAT

Quuuicccckkk!!!

GROWNUP LIZZIE (V.O.)

Lizzie wonders why the goat's not running away, but then remembers what Aunt Debbie said. The big front doors of the barn are closed, locked from the outside. The goat bashes as he might, but he can't get them open. And Debbie is rushing at him again!

GOAT

Heellllllppp!

DEBBIE

This ends tonight, Kylindrial, like you always knew it would!

LIZZIE

No!

GROWNUP LIZZIE (V.O.)

Without thinking of what she's doing, Lizzie shoves over the grain bin, which whacks into Debbie's knees and sends goat food flying everywhere. Debbie slips and falls!

DEBBIE

(howls) Auuuggggkkk!!!

GROWNUP LIZZIE (V.O.)

And Lizzie runs forward to the opposite side of the barn -- not to the big sliding barn doors, but to the small doorway they used to come in from the farmhouse.

LIZZIE

This way!

GROWNUP LIZZIE (V.O.)

It seems crazy, to Lizzie, this idea of talking to a goat, but she doesn't even stop to look back and see if he's following. She just shoves the door open and starts running.

7 INT. FARMHOUSE HALLWAY, OUR WORLD

7

Lizzie and goat go barrelling through the farmhouse.

LIZZIE

This way!

GOAT

Cooooommmminnnngggg!

GROWNUP LIZZIE (V.O.)

She's only been through there once but the layout of the house is easy enough to remember. The connecting hallway brings them from the barn to the kitchen. It's only a quick run from the kitchen to the front door, but something freezes Lizzie in her tracks.

FX - RINNNNNNGGG!!! An old fashioned rotary phone rings.

LIZZIE
Oh no. *Grandma*.

GOAT
Cooooommmmmeeee onnnnn... We need to
goooooo

Phone rings again. Beat. Again.

LIZZIE
I can't. It's about grandma.

GROWNUP LIZZIE (V.O.)
How long has the phone been
ringing? For how much longer will
it ring? Lizzie knows they need to
escape. But she can't not know.

Lizzie picks up the phone.

LIZZIE
Mom?

Mom is completely strung out.

CHERIE
What took you so long Lizzie you
nearly gave me a heart attack --

LIZZIE
I was out in the barn, mom, with
Aunt Debbie, looking for your goat.

CHERIE
My (confused) Goat? What goat?
Lizzie what are you --

LIZZIE
Nevermind! How is grandma?!

CHERIE
(freezes) Not good.

LIZZIE
Is. She.

Lizzie can't bring herself to say it.

CHERIE
She's alive, Lizzie. She's asleep.
She's in a deep sleep, she's not
talking. They don't know how long
she'll be asleep like this. It's
probably...

(MORE)

CHERIE (CONT'D)

You should get over here. Can you have your Aunt Debbie drive you?

At this point, we hear the THUMP THUMP THUMP off Aunt Debbie charging through the hallway toward them.

LIZZIE

(scared) No! Sorry. Mom. I gotta go.

CHERIE

You gotta, what?! Lizzie --

Lizzie slams down the phone.

LIZZIE

Now!

BOOM! The door swings open!

DEBBIE

I was trying to be nice but not anymore!

GROWNUP LIZZIE (V.O.)

Debbie doesn't have a shovel anymore. She has a sickle, the old fashioned curved blade they used to use to cut down wheat. The blade might be old but it's still very sharp.

DEBBIE

Someone's dying tonight. Who'll be first?

GROWNUP LIZZIE (V.O.)

Faster than they know what's happening, Debbie spins around the table and is between Lizzie and the front door. The goat stands with his back to the front porch. He could easily turn around and run, but he doesn't.

GOAT

Stttooooopppp!!!

GROWNUP LIZZIE (V.O.)

Aunt Debbie looks left, then right, weighing whether to go after Lizzie or the goat. Lizzie decides to force her to choose.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

She turns around and darts off --
not toward the porch or back to the
barn, but instead to the living
room, deeper into the farmhouse.
Debbie's decision is soon clear --
she's after Lizzie!

DEBBIE

Don't you be a nasty little girl!
Come to your Auntie!

GROWNUP LIZZIE (V.O.)

Lizzie has only a vague idea what
she's doing, but, finds herself
relying on something that is not
really thought, but something
deeper. She realizes that, even
though this is her very first night
in this house, she knows the map of
it perfectly in her brain. It's
like she's been here a thousand
times, lived a thousand lives in
it. And its that sense, that vague,
deeper thing inside of her, that
guides her into the room with all
the books again, and to the player
piano, where she plays a very
simple melody, that comes to her as
if from a dream.

8 INT. READING ROOM, FARMHOUSE

8

LIZZIE

(panting) Mary had a little lamb,
little lamb --

FX - Shhththhunnnnkkkk!!! Creaking sounds as piano
transforms into a staircase.

GROWNUP LIZZIE (V.O.)

The piano keys roll up into
themselves, spin around into
disappearing, and leave behind a
stairway. Lizzie wastes no time
rushing down them... And out into
the yard behind the farmhouse!

9 EXT. OUTSIDE FARMHOUSE, OUR WORLD

9

Nighttime in midsummer. Crickets, etc.

LIZZIE
(panting) Hello?! Hello!?

GOAT
Over heeerrreeee!!

GROWNUP LIZZIE (V.O.)
Lizzie locks eyes with the goat's -- eyes which seem to glimmer with moonlight again -- and runs toward him. The goat bows slightly, and Lizzie, hardly realizing what she's doing, leaps upon his back.

GOAT
Tttimnee to gooo!!!!

GROWNUP LIZZIE (V.O.)
They're off! The goat starts running like all the hounds of hell are after him, a sneaking path that goes out from behind the barn, crosses a rotting fence into a paddock, overgrown with grass so thick it pulls at Lizzie like fingers as they run through them. Strangely, she's not scared. Her fingers hold the goat's fur tight, and it's so warm, it gives her comfort, she feels that so long as she's riding the goat, nothing bad can happen. But they're not out of the woods yet. In fact, they're just entering the woods.

10 INT. EDGE OF THE WOODS, OUR WORLD

10

To signal scene change, we now hear a big HOOOT HOOOT HOOOOT HOOOT of a Great Horned Owl.

LIZZIE
(whispered) Where are we going?

GOAT
Juusssttt about to figure that out.

Now, the goat has to start communicating with a flying squirrel, so this next sequence sounds quite odd (a goat trying to sound like a squirrel)

GOAT (CONT'D)
Brraaahh hbaabbraaahh barrraaahhh
bbraaahhh baarrrrraaahhh

LIZZIE
What are you --

GOAT
Sssssh!

A moment of just quite, crickets etc. then. A squirrel responds.

SQUIRREL
Chitter chitter chitter. Chitter
chitter chitter. Squeak! Chitter
chitter.

GOAT
(undertanding) Brraaahhh braaaah
SQUEAK brraaahhh braaaaahhh. (beat)
Thank you brother Squirrel. So,
things have moved around a bit
since I was here last. The woods
are dying, and overgrown, but
squirrel assures me there's another
path, other than the wellspring
which haaaaa believe you me we do
not want to use unless we want your
Great-Uncle to catch us
instantaneously. So I uh. Hm. I
think it's over here. Darn. Uhhh
Lizzie, you know which direction is
North?

LIZZIE
You don't know which way is North?

GOAT
Your directions are always a little
opposite-ish from my world. It's
confusing.

LIZZIE
Oh! Hey my mom left me my phone,
it'll tell us.

Lizzie pulls out her phone, uses Compass app.

LIZZIE (CONT'D)
It's... uh... That way.

GOAT
Cool! That's a very strange looking
magic wand.

LIZZIE
It's not a magic wand.

GOAT

Okay. Whatever you say. Let's keep going!

11

EXT. DEEPER IN THE FOREST, OUR WORLD

11

GROWNUP LIZZIE (V.O.)

Lizzie and the goat ride further into the forest, their way lit by the full moon, the great, big, fat full moon of midsummer, illuminating all the massive trees around them, which, Lizzie thinks, would impress her more and make her think that she is certainly in the biggest and largest forest she has ever been in, so much different from anything she ever felt in New York City, but she doesn't have time to process any of this, even just as she's starting to wrap her head around any of what's happening they stop.

GOAT

(winded) Okkayyy! That's it! Now just nine times widdershins.

LIZZIE

Widder... What?

GOAT

You have to do it too! Get off my back!

GROWNUP LIZZIE (V.O.)

Lizzie drops down, the goat takes off, and Lizzie starts running after... doing circles around the tree.

LIZZIE

One... Two...

DEBBIE

(off) I'll get you yet! My brother will have your head!

LIZZIE

Aunt Debbie!

GOAT

Keep running!

LIZZIE
Three.. four...

DEBBIE
(off) You can't stop the coming of
the Goblin King!

LIZZIE
Five, six...

DEBBIE
(off) And if you think the King is
bad, wait until you meet the Queen!

LIZZIE
Seven, eight...

DEBBIE
Come on, little girl! I just need
your little heart!

LIZZIE
Nine!!!

FX - Magical SWOOOOSSSH!! As Lizzie and the goat go
tumbling into the land of faerie. The forest sounds and
Debbie all immediately cease.

12 INT. INTERSTITIAL ZONE, FAE

12

MUSIC - Magical interlude, under.

GROWNUP LIZZIE (V.O.)
It's hard to put into words what
happens next. It's like fireworks
going off at the fourth of July,
and maybe flying, all at the same
time, but flying in a falling kind
of way, tumbling, as the world
around Lizzie seems to find a new
shape for itself, and suddenly...

FX - With a great bending CREEEAAAAAKKK the roots between
worlds grow awkward

LIZZIE
(shouting over magical noise)
What's happening?!?!

GOAT
The tree roots aren't as strong as
they're supposed to be... They're
bending...

LIZZIE
What does that mean?

GOAT
It means we're not going exactly
where I wanted us to - goooooo!!!!

FX - Crack ! Crack ! Snap ! Snap ! Snap !

Portals from our world to faerie are made by enchanted trees whose roots are strong enough to connect between the veil between worlds. Well, after decades of neglect, the tree roots of the portal Lizzie and Goat have gone through, snap!

FX - CrrrrrRrrrrrrunnnhccccchhhh!!!

As of the breaking of a massive, ancient tree, the roots break and Lizzie and the Goat are hurled out of the faerie portal and NOT into the great enchanted wood, home of the fae, but instead into the edge of the badlands, a land laid barren by the machinations of the goblins.

13

EXT. EDGE OF ENT-LAND, FAE

13

Lizzie and the Goat fly out of the faerie portal and crash land into the dusty, barren environs of the badlands.

LIZZIE
Oof! Ow!!! Unnggffff

GOAT
(coughs) Ow, yeah. That hurt...

A moment. Dust settles. Goat groans and gets up. He surveys the landscape, which is a dusty, barren badland abutting a twisted forest of undead trees.

GOAT (CONT'D)
Wow. So much damage in so few years... (sighs) Well. There's good news and bad news.

LIZZIE
Yeah? Let's start with good news.

GOAT
Good News: Your Aunt won't be following us with her sickle.

LIZZIE
Great. And the bad news?

GOAT

Much of Fae has turned to badlands in the years since I was here. When I left, this was still part of the Great Forest, and now the Great Forest has receded to... (peers) I can't even see it from here.

LIZZIE

Badlands? What's a -- (peers around) It kind of looks like New Mexico.

GOAT

New Mexico?

LIZZIE

A place I went with my mom once. Lots of desert and plateaus and stuff.

GOAT

Uh-huh. "Desert" is close enough. Magic is our water here, and as magic grows weaker, the forest recedes like water in a drought.

LIZZIE

But there are trees all around us.

GOAT

That's the really bad news. These aren't living trees, Lizzie, look at them. They're Ghoul-Trees.

LIZZIE

Ghoul-Trees. That sounds bad.

GOAT

It is.

With a great, gravelly creak, a tree branch snaps around the legs of both goat and Lizzie.

LIZZIE

Ayuuukkk! Something grabbed me.

GOAT

They do that. If we're lucky, one thing won't have happened.

LIZZIE

(scared) What?

GOAT
They won't have attracted a troll.

GHOUL TREE
(wickedly cackles) Did I hear
someone who wants to meet our
troll?!

LIZZIE
(shrieks!)

GHOUL TREE
Welcome to the Ghoul Tree forest,
little girl! Widdershins will be
most delighted to have you...
(smiling) just after he finishes
his goat appetizer! (evil cackling)

MUSIC - Dramatic rise up, over, out.

END PART 1

BEGIN PART 2

14

EXT. BADLANDS, DEAD ENT FOREST

14

GROWNUP LIZZIE (V.O.)

Things had gotten very strange for Lizzie ever since she went with her mother on a trip to Maine. They discovered the old farmhouse. Her grandma got hurt. Her Aunt Debbie tried to kill her. She escaped with a goat that could for some reason talk, not just to humans but also to squirrels. And if that wasn't strange enough, now she met a talking tree. And not a very nice one. In fact, the ghoul tree with its snaky vine-like branches strung Lizzie and the goat up by their legs, leaving them to hang with all the blood rushing to their heads.

Wind whips across the badlands. With a low moaning creak, creak, Lizzie and Goat hang from the ghoul trees, awaiting their fate.

LIZZIE

(dizzy) I feel woozy.

GOAT

Hanging from your head will do that.

LIZZIE

What's going to happen to us?

GOAT

You probably don't want me to tell you that part.

LIZZIE

I'm mad at you, Goat.

GOAT

Hey. That's not fair. I saved your life.

LIZZIE

That's not how I remember it. I remember ME saving YOU.

GOAT

Call it a tie then. What do you think your Aunt's plan was?

LIZZIE

To do something mean to *you*.

GOAT

Only because my magic protects *you*, and your family, from her brother.

LIZZIE

Her brother... You mean my granddad's cousin Carlow?

GOAT

Sssh!

LIZZIE

What?

GOAT

You shouldn't speak his name here?

LIZZIE

Who, Carlow?

GOAT

Yes! No! No! Yes!

At the mention of Carlow there is a magical BANG. The tree branches shiver.

GHOUL TREE

Do not speak his name, you fool!

LIZZIE

Why not? Carlow, Carlow, CARLOW!

Bang. Bang. BANG!

GHOUL TREE

(shrieks!)

The tree is terrified, and drops Lizzie to the ground. THUD!

LIZZIE

Ha! Look at that, I --

GOAT

Lizzie! I'm sorry I should have warned you --

GHOUL TREE

(hisses) Run. Now. Go as fast as you can from this place.

LIZZIE

Why? I --

GHOUL TREE

GO!

LIZZIE

Not without my Goat!

GHOUL TREE

(hiss) Widdershins will not be deprived!

LIZZIE

CARLOW ! CARLOW ! CARLOW !

GHOUL TREE

(howling) Okay! Okay! Go! Go! Go! Run! Be gone!

THUMPF! The ghoule tree drops Goat to the ground.

GOAT

(panting) Yeah, seriously, let's go.

LIZZIE

That's awesome! I scared off the ghoule tree!

GOAT

And you invited great destruction upon us. Come on!

Goat starts bounding off.

LIZZIE

What are you talking about?

From the distance, a great shrieking HOWL from the approaching WORGs... Powerful canids enlisted by Carlow/The Goblins for hunting... Hunting things like goats.

GOAT

We have to get away, as far away as we can -- (shouts) Lizzie! Climb up on my back!

LIZZIE

What's happening?!

GOAT

Speaking a warlock's name has great power! You brought us to Carlow's attention!

The snarling, howling wolves let loose another cacophony.

GOAT (CONT'D)

And he's sent worgs!

MUSIC - Dramatic, terror-inducing.

GROWNUP LIZZIE (V.O.)

The goat doesn't tell Lizzie what "Worgs" are, but she doesn't have to wonder long. In seconds, a wolf the size of a small pickup truck leaps out from behind a boulder and blocks their path. A moment later, there's another. And another!

Worgs, in stereo, surround us, snarling.

GOAT

(as brave as he can muster) You back off. All of you! You hear me! Lizzie here is a descendant of the Greenway Clan!

WORG

(chuckles) Greenway? Their name has no power here. The only one with any power is CARLOW. You wish us to fear you, you sad creature? What are you, even?

LIZZIE

He's a goat! Listen to what he said!

WORG

A goat? Were it only that. At least if you were a goat, you'd be content, complete in your form. But you are nothing of the sort. You are missing something, aren't you? Just look at that stump on the front of your face.

The worgs all cackle evilly.

GROWNUP LIZZIE (V.O.)

Lizzie twists her nose up at the mean words from the worg, but she did have the same question. She's a city girl, true, but even she knows that goats are supposed to have *two* horns, on either side of their heads, not one horn in the middle. Now, the goat *doesn't*, in fact, have a horn in the middle of his head, but he has a stump where a horn might be. And he shakes said head while making a mean look right back at the worgs.

GOAT

(snarls) I may be missing my horn, but I still have magic!

WORG

Maybe what's left of you can be considered magic in the world of the humans, but over here, you are nothing but worg-food. Pack! It is time to eat! Save the girl for our master, but rip apart the goat! A limb for each of you!

GOAT

(bleating in low, guttural way, the closest thing a goat has to a snarl)

GROWNUP LIZZIE (V.O.)

The worgs move in, as if evaluating which piece of the Goat they want to take first. They spin in the center of them, helpless. The first one moves to strike, then --

FX - Bleeeeeeeeeeeooooopppppppffff!!!

The blare of a great horn rings out. Worgs, goat, Lizzie, are all startled and astonished!

GROWNUP LIZZIE (V.O.)

Someone blasts a hunting horn. The worgs all step back. The horn rings out again!

FX - Bleeeeeooooooopppppppffff!!!

GROWNUP LIZZIE (V.O.)

And the worgs leap back, whining, as a strange figure strides towards them, tall and gangly, with bark-like skin and a great mane of hair. They wear a ring of bones around their neck and carry a set of huge scissors in one hand, a hunting horn in the other.

GOAT

(under breath) Widdershins!

GROWNUP LIZZIE (V.O.)

It is Widdershins the Troll. Now in all the tales you've heard, trolls are the enemies of people, and perhaps this is true, but they are also stewards, in their way. What life is left in the ghoulish forest, he supervises. He keeps what's left from decaying into oblivion, and strange carnivorous trees are better than wasting away to nothing at all.

WIDDERSHINS, the timeless troll, is not about to be robbed of a decent meal. He SNIPS and SNAPS with his grotesque scissors as he confronts the Worgs.

WIDDERSHINS

How now! Who are you and what are you doing in my woods?

WORG

(snarling) We come in service of his Lord Carlow.

WIDDERSHINS

(snarls back) I don't recall Carlow having any domain in the Dead-Ent Forest.

WORG

If you are wise, you would respect the great warlock.

WIDDERSHINS

If Carlow were wise he wouldn't go sending goons along to collect my supper. Off with ya now.

WORG

No! We will not leave without our prize.

WIDDERSHINS

I said, GIT!!!

With a braying WHOOOOOOOOOOOOTT!!! Widdershins bleats again on the hunting horn, sending the worgs barrelling backwards, tails between their legs.

WIDDERSHINS (CONT'D)

Yep! Run away now! Just like I told you to! If Carlow wants something in my woods, you just send him up to collect it personally!

WORG

(yelling) You'll pay for this, Widdershins! Carlow will have his tribute!

The worgs are gone.

LIZZIE

(ebullient) Oh thank you so much Mr. Widdershins, you saved us!

WIDDERSHINS

(chuckles) Save you? I expect to do just like I told those worgs I would. Eat you for supper!

LIZZIE

You. What?!

WIDDERSHINS

Ghoul Trees. Snag them!

The ghoulish trees lash out, grabbing Lizzie and Goat

LIZZIE / GOAT

Gaaaauuuggghh!

WIDDERSHINS

(raising voice, addressing the trees) And don't you let me catch you letting good food go again! (snarls) Mighty hard to find a bite to eat around here.

MUSIC - Shimmer

15

EXT. WIDDERSHINS CAMP, A FEW HOURS LATER

15

GROWNUP LIZZIE (V.O.)

Lizzie and Kyle were trapped again,
this time at the Troll Widdershin's
campsite instead of beneath a ghoulish
tree.

FX - A crackling campfire. Whatever magical ghoulish equivalent
of crickets are.

Widdershins moves about preparing his supper. Clanking of
pots and pans, etc. Lizzie and the goat are chained to a
tree. Widdershins whistles happily, snipping his scissor
hands all the while.

WIDDERSHINS

(sing-songy)

Cooking the stew, cooking the stew,
heating the kettle, so I can cook
you... (whistling continues, under)
A little bit of garlic dust,
squirrel brain and pigeon rust...
Hmm dee doo doo doo... (more
Widdershins under)

Widdershins continues in BG as Lizzie/Goat palaver.

LIZZIE

What do we do now?

GOAT

You're the one who invoked disaster
by speaking the name of a warlock,
whose minions could only be stopped
by the intervention of a hungry
troll. Getting out of this
situation falls on you.

LIZZIE

That's not fair! I don't know
anything about where we are, what
we're doing and why we're here! How
can I know what I'm supposed to do
and not do?

GOAT

(sighs) You have a point. I just
assumed your family would have
taught you more. The Greenways have
managed that enchanted forest for
three-hundred years. But now, it
seems, no longer. Not since what
happened to your mom and me.

(MORE)

GOAT (CONT'D)

Okay... think... think Kyllindrial
think... Aha! I got something.
(whistles) Widdershins! Come
parlay!

WIDDERSHINS

(grunts) Thank you, but I don't
take to conversing with my dinner.
Gives me indigestion.

GOAT

If you're worried about digestion
problems, you REALLY shouldn't eat
me, then.

This gives Widdershins pause.

WIDDERSHINS

What are you getting at? (shakes
head) Never mind, just trying to
trick me...

GOAT

Oh, that's fine, I'm not the one
who's deathly allergic to unicorns.

WIDDERSHINS

Huhn? Unicorn? What's this talk
about unicorns? (spits) Unicorns
are all wiped out.

GOAT

(Beat) What?!

WIDDERSHINS

Wish I'd thought of it first,
actually...

This news bombshell shocks Goat, but he tries to push on.

GOAT

W-w-w-w-well regardless of what you
THINK happened, I am, in fact, a
unicorn. Just. Well a warlock took
my horn. A warlcok who if you
recall our earlier conversation we
were *just* talking about!

WIDDERSHINS

Hmh? Carlow got at you? You mean --
(nearly drops the spoon) -- nah
you're making up stories, you silly
goat, stop trying to distract me.

(MORE)

WIDDERSHINS (CONT'D)

Next thing I know, you'll be trying to get out of this by playing a guessing game.

GOAT

Could we?

WIDDERSHINS

Could we what?

GOAT

Could we play a guessing game?

WIDDERSHINS

Now what would be the point of that?

GOAT

To prove to you that I'm a unicorn.

WIDDERSHINS

And why does it matter to me one whit or the other, whether you're a unicorn or not?

GOAT

Because trolls are deathly allergic to unicorn meat.

WIDDERSHINS

Bah! I never heard any such thing!

GOAT

So you'd risk dying of unicorn poisoning?

WIDDERSHINS

I'll risk my supper getting away if I keep palavering with you! Now shush!

Goat tries a different angle.

GOAT

Lizzie, dear. You know all about unicorn poisoning right?

LIZZIE

Me? No, I uh -- (goat kicks her in the ribs) Uhhhhhhhhnnnoofff course! Yeah my fifth grade teacher, Ms. Janice, she just finished a workshop with us on, um, troll and unicorn biology.

(MORE)

LIZZIE (CONT'D)

Trolls have something in their uhhh small intestine, OK? That's allergic to unicorn, um, things. Meat! Unicorn meat! Very deadly.

GOAT

How deadly?

LIZZIE

It kills them.

GOAT

(nudging Lizzie) In a nice way, or a not-very-nice way?

LIZZIE

Oh, it kills them in the worst! Most, worst, terriblest way you can imagine. It um... It starts by melting their feet.

WIDDERSHINS

(grunts) What?!

LIZZIE

Melting their feet so then all the blood starts draining out of their bodies, and, um, it makes their blood drain slower so it takes a really, really long time, and they know it's happening the whole time!!!

WIDDERSHINS / UNICORN

That's horrible!

LIZZIE

Yep! Her advice was that, if we ever get into a situation where you met a troll who planned on eating a unicorn, you tell them to let the unicorn go as quickly as possible.

WIDDERSHINS

Fine! Fine! You want to be free you wretched goat - unicorn - whatever you are, then you get!

Widdershins unlocks Goat and sets him free.

WIDDERSHINS (CONT'D)

Go on, at least I still got me one scrumptious human child to eat!

GROWNUP LIZZIE (V.O.)
Lizzie looks on in terror as it looks like the Goat is about to saunter off, leaving her to be devoured by Widdershins.

GOAT
Sorry, Lizzie.

LIZZIE
B-b-b-but. Goat...

WIDDERSHINS
(cackles) And that teaches you to put your trust in magical beings, little lass!

GROWNUP LIZZIE (V.O.)
Widdershins comes at Lizzie, slashing and gnashing with his gargantuan scissors as he goes. Lizzie looks at the troll in terror; before glancing just to the side to look at the goat, one more time, to show her betrayal. But the goat is gone. (beat) Or is he?

GOAT
Heeeeyaaaauuggghh!!!

SMACK!

WIDDERSHINS
Oww!!!

GROWNUP LIZZIE (V.O.)
In all of three seconds the goat snuck up to the top of one of the ghoul trees, just so he could dive down on top of Widdershins, knocking the troll to the ground and sending the scissors flying!

GOAT
And it's time to teach *you* that Unicorns learn all the troll pressure points in Unicorn-school! Heee-yaww!

SMACK! Goat cracks Widdershins in the kneecaps.

WIDDERSHINS
AAuuuunnnkkk!!

GROWNUP LIZZIE (V.O.)
 As Widdershins staggers back, the keys to Lizzie's shackles fall from their belt. The goat dashes in, hooking the keys on the stump on the front of his head and flinging the keys towards Lizzie.

GOAT
 Quick, Lizzie!

GROWNUP LIZZIE (V.O.)
 Lizzie reaches for the flying set of keys but she can't quite make it! The keys land on the ground within inches of her fingers. She leans, stretches, grabbing at the dirt.

LIZZIE
 Come on... Cooooomme on...
 Commmmeeee ON!

GROWNUP LIZZIE
 Then she has them! She wastes no time grabbing the keys and shoving them into her cuffs, flicking them open just as Widdershins stands back up and charges the Goat.

WIDDERSHINS
 (bellowing) I will not be without my supper!

GROWNUP LIZZIE (V.O.)
 But without his supper, the troll will be! The goat darts between Widdershin's legs and then is on the other side, rushing toward Lizzie.

GOAT
 Up you go!

GROWNUP LIZZIE (V.O.)
 Lizzie hops onto the Goat's back as fast she can, and then they're off! Running, leaping, dashing and dodging through the Ghoul Tree Forest.

16

EXT. DEEPER IN THE DEAD END FOREST, NIGHT

16

Intense, escape the woods music

GROWNUP LIZZIE (V.O.)

Before, most of the trees in the Ghoul Tree Forest were dead looking things, hollowed out and black. But now, they're alive, and they have teeth!

GHOUL TREES

(Hissss!! Harrrrrrrffff!!!)

GROWNUP LIZZIE (V.O.)

The trees lash out with angry branches, and the goat ducks under. The roots spike up and the goat ducks over. Left, right, under, over, center, the goat dodges it all!

WIDDERSHINS

(bellowing) Catch them! Catch my supper!

GHOUL TREES

(Hissss!!! Harrrrrrnnnnnggggg!!!)

GROWNUP LIZZIE (V.O.)

The ghoulish trees get thicker, and Lizzie suddenly realizes with a deep cold terror in her heart... They can walk! They're closing in on them!

GHOUL TREES

(very close to ear) Ssnnnnarrrrrrr! Scchhharrrrrrkkkkkkkffffffffff!!!

GROWNUP LIZZIE (V.O.)

Lizzie feels their branches scraping up against her skin, like bony fingers. They've got the sleeve of her shirt, trying to pull her arm, ripping the shirt instead!

LIZZIE

They're grabbing me!

GOAT

Just hold on, Lizzie! We're almost... There!

The ghoulish tree howling hits a peak:

GHOUL TREES
SSSKKARRRRRR SKAAAAARRRRHFFFFFFF!!!

GROWNUP LIZZIE (V.O.)
The dead-ents nearly have Lizzie,
their boney branch fingers clawing
into her clothes, poking into her
skin, tugging her, pulling her off
the goat as hard as they can and
her fingers start to slip, But
then! The Goat brays triumphantly,
and they're free!

GOAT
(happy bleat!)

Just as Goat and Lizzie break free! Now the Ghoul Trees are
mournful.

GHOUL TREES
(wailing) Skkkkarrrrrrrrr
Skrrrraaakkkk! Skrrrrraaaakkkk!!

They keep hustling a little bit further, before the goat
crashes down.

17 EXT. OUTSIDE THE ENT FOREST, NIGHT

17

GROWNUP LIZZIE (V.O.)
The delight doesn't last long, as
Lizzie looks down to see the bright
red streaks all across her skin,
and the chunks of fur and flesh
missing from the goat. He's
bleeding in lots of places. After a
couple more steps, the goat
collapses to his knees.

GOAT
(panting) That was... That was...
Close...

LIZZIE
You're hurt!

GOAT
So are you.

LIZZIE

We should get you to... uh... I...
uh... I don't know much about goat
medical care.

GOAT

Don't worry about me. I'm not a
goat. I'm a unicorn. Haven't you
been paying attention

LIZZIE

Oh. Yeah. Of course. I mean. This
is all a lot for me to take in.

GOAT

I suppose it would be. Here. Can
you put your hands on my horn stub?

LIZZIE

What?

GOAT

Yeah I know it sounds kind of
weird, sorry. It's just... I need
some energy from someone pure of
heart to get the magic flowing.

LIZZIE

Okay...

Lizzie places her hands on the goat's horn. A soft glow of
magic envelops them. Gets stronger and stronger with Lizzie's
touch.

GROWNUP LIZZIE (V.O.)

Lizzie touches the Goat's stubby
horn, which is first cold to the
touch, but then, it has an inner
warmth, and Lizzie can sort of see
through the horn into the Goat's
mind and they connect, and she
imagines a river, and how water
flows down the river, and the horn
gets warmer to the touch, and
suddenly she is feeling better. The
gashes from the ghoulish trees go
away, the goat's fur starts mending
back up, the horn gets warmer and
warmer and --

LIZZIE

Yeeooooowwwcchhh!!!

GOAT

(laughs) Okay! Okay! That's good...
Mmm... Thanks, the healing magic
worked. Good, Lizzie. You're
definitely from the Greenway
family.

LIZZIE

But I don't know about my family at
all! I grew up in the big city. My
mom never wanted to come home to
Maine.

GOAT

I always told your grandma, she
didn't have to stay and look after
me, that I could keep your uncle
away myself. But. She insisted.
(gloomy) And now she's hurt.

LIZZIE

Hey. Goat. I mean, unicorn. I mean.
(confused) What's your name? (tries
to say his name, poorly
pronounced) KILL - in -DREE - ALL?

GOAT

(chuckles, snorts) That's good,
that's that's! (recovers from
laughing) Yes, Kylindrial, but, you
can just call me Kyle, that's my
nickname.

LIZZIE

Hi, Kyle. Nice to meet you.

GOAT

Nice to meet you too, Lizzie.

LIZZIE

Kyle. Can you tell me a bit about
my grandma?

GOAT

Sure. Where to start. Hmmm... She
talks about you all the time, for
one.

LIZZIE

She does?!

GOAT

Oh yes. Every time she comes to feed me, she says, "Lizzie's up to this grade now," or, "Lizzie just did this." She's very proud of you.

LIZZIE

What about my mom then? Why don't they like each other?

GOAT

(Confused) They love each other, Lizzie. Your grandma adores your mother.

LIZZIE

Then why do they always fight?!

GOAT

It's complicated, Lizzie. Your mom went through a lot when she was your age. I think she blames her mom for it. Or, more likely, she blames herself, but takes it out on your grandma.

LIZZIE

She doesn't tell me any of it! If I ask, all she says is she "keeps it locked up in a box."

GOAT

(nodding) If only that worked for all of us.

LIZZIE

What? Why? Were you there?

GOAT

Yeah.

MUSIC - Glimmer. A realization!

LIZZIE

Does this have something to do with how you lost your horn?

GOAT

Yes. There was a night, when I crossed from my world into yours. I responded to your mother.

18

EXT. OUTSIDE THE ENT FOREST, NIGHT

18

Now on the outskirts of the terrifying ent forest, there's a placid, peaceful quality to this edge of the badlands.

GROWNUP LIZZIE (V.O.)

Something changes in Kyle's eyes. Lizzie is used to him looking very present, like he's paying attention very closely to what's in front of him. But now he looks like he's staring at something a hundred thousand miles away.

LIZZIE

What do you mean, "responded to my mother?"

GOAT

I told you how your family, the Greenways, have been stewards over their piece of forest. Do you know what I mean?

LIZZIE

No... Well, maybe? There was a tape from my grandpa. He said how he and the people in town knew about magic things that happened in the forest.

GOAT

Including his cousin.

LIZZIE

Yes, Carl--- (clears throat) The guy who's now a Warlock.

GOAT

Here, let me cast a warding spell.

FX - Shimmer.

GOAT (CONT'D)

There. That will keep his name from getting outside our circle. (looks around) I think we're safe here. Safe-ish. There is nowhere in Fae that is immune from magical beasts. I think by the light of the stars... Hm... we have at least a few hours before the cockatrice wakes.

LIZZIE

The cocka-wha?

GOAT

Let's just keep talking. Now, to the matter of Carlow. I suppose it's your right to know a little about him. He was -- is -- your Grandpa's cousin.

LIZZIE

He's still alive?!

GOAT

Unfortunately, he is. When your Grandpa was your age, something terrible happened, something that made things not right in Fae.

LIZZIE

Carlow attacked the Faerie Queen.

The idea of attacking the Faerie Queen is so disturbing, it shakes the goat to this day.

Enchanting music and SFX follows the Goat's narration.

GOAT

He did. After it happened, Carlow and the queen tumbled back here into Fae.

They landed at the base of the World Tree, the Fae Queen's seat of power, the tree whose roots are so strong that they connect all worlds, the tree whose energy feeds the Great Enchanted Forest.

She is, to us fae folk, nothing less than a goddess. So the thought that someone might mean her violence.... (shudders at the thought)

The Faerie Queen looked upon Carlow, and she could have turned him to ash upon the spot. Or perhaps a toad, or a wart on a toad. Or perhaps a barnacle stuck at the highest reach of the reversing falls, with the

(MORE)

GOAT (CONT'D)

rushing
water constantly coursing his face,
desperately thirsty, but only able
to drink saltwater, from now until
the end of eternity.

But, seeing how he was so young,
she took pity on him, and sent him
across the Great Chasm to the
furthest reaches of the land of
goblins, to see if perhaps the
goblins would take him in. And they
did.

He was found by a family who lived
in the mountain foothills. Carlow
had nearly drowned in his journey
through the magic spring, and so
they spent their first few days
nursing him back to health.

Carlow started to learn the ways of
the goblins, how to survive in the
badlands. What is good food to eat,
which plants are used as medicine
and which as poisons. Indeed, as he
grew older, and proved a quick
study, the elder goblin taught
Carlow some of the lesser magics
known to goblin-kind. The ways to
move silently through the badlands,
to capture the moon in your fist so
you could have light, the magic to
bend one's shape into another form.

Carlow learned this with a hunger
that gave pause to the goblin
elder. The goblin was not well
versed in humans but knew of their
tendency to take more than is their
share. To continue to take, and
take, until something is gone. The
elder saw this gleam in Carlow's
eyes, and refused to teach Carlow
any more magic.

This enraged Carlow, and he
responded by stabbing his elder -
the goblin who had taken him in and
raised him as their own child - and
burning their small house to the
ground, with all the other members
of his elder's family inside of it.

(MORE)

GOAT (CONT'D)

Carlow took the goblin elder's spear and hiked across the badlands to Pike Mountain, the seat of the goblin king, to see if in the capitol he might find another instructor more willing to teach him the ways of magic.

But try as he might, Carlow could not get the Goblin King to offer him an audience. In time, others, disloyal agents in the lower court, recognized the gleam in Carlow's eyes and invited him to their secret meetings.

The goat pauses in his story.

LIZZIE

Then what happened?

GOAT

Here, Carlow first learned of the plot to rise up against the faerie queen. A plot cooked up by goblins infected with a brain worm.

LIZZIE

A brain worm? What's that?

GOAT

The very worst kind of fiend, a worm that's attracted to minds where corrupt ideas have taken hold. The worm gradually takes over the victim's mind, and grows those corrupt ideas so big they turn into terrible actions.

Aside, in dreamy Sound design VO, goblins chanting

GOBLINS

Make Goblin-Land Great Again! Make Goblin-Land Great!

GOAT

The Goblins in these secret meetings carried an ancient grudge against the Fae, and used this grudge to justify their fiendish plot... this was the source of the worm.

(MORE)

GOAT (CONT'D)

Even so, the worm may have stayed in these secret meetings forever had it not been for Carlow, who realized he could feed the worm, and twist its ends to grow his own power.

You see, while there is violence and strangeness in all of Fae, there is also harmony amongst the many magical species. All have their place and their home. There are those who play tricks, and those who kill for sport, but those are balanced by those who levy kindness, by those who give of themselves.

Those afflicted by the brainworm sought to upset this balance. The worm made their thinking go like this: if only the goblins could take the Great Forest for their own, the Goblins would be able to claim their place as the rulers of all Fae, and make the faeries, and all the fae folk, their servants.

Before this plot could be realized, they would first need to replace the current Goblin King. Carlow soon convinced the infected goblins that it should be he, Carlow, on the throne.

LIZZIE

(gulp) Did that happen?

GOAT

I'll spare you the details, Lizzie, but it did. Carlow took the throne, and learned from the greatest wizards in the goblin court, all that was known about goblin magic. Carlow made sure the brainworm spread far and wide throughout the kingdom, and soon goblins from the Pike mountains to the edge of the starry sea were frothing at the mouth, gone mad by the sickness of the brainworm and eager to draw Faerie blood.

(MORE)

GOAT (CONT'D)

Yet, Carlow could not deliver on the brainworm's promise. For the great forest of the Fae Queen has a most powerful enchantment, which stops invading armies from entering it. Carlow had promised a way to shatter this enchantment, and all the great goblin magi knew of only one, which he did not have.

The horn of the unicorn and the blood of a human child.

LIZZIE

(gasps) No!

GOAT

Carlow knew just where to look: his sweet, innocent niece. He started visiting her in her dreams.

19

INT. FARMHOUSE, 1989 - FLASHBACK

19

GROWNUP LIZZIE (V.O.)

Lizzie can see it clearly in her mind's eye, her mother, a young girl now, asleep in her bedroom in the old farmhouse, a "New Kids on the Block" poster on the wall, My Little Pony dolls piled high on the four-poster bed, and suddenly there is rattle on the window, a tip-tap-tap that might be the wind blowing through the massive oak tree on the front lawn. Or the fingers of her Uncle Carlow tapping on the window.

CARLOW

Cherie. Cherie, darling.

YOUNG CHERIE

(drowsy) Huh, what? (yawns) Who's there?

CARLOW

It's your Uncle Carlow.

YOUNG CHERIE

(rolls over) What do you want?

CARLOW

Don't listen to your grandfather, Cherie, the woods are your domain.

(MORE)

CARLOW (CONT'D)

He is a mean old man not to let you go play in the woods, to tell you there are dangerous things out there. You should play deeper in the forest. In fact, you should go out to the old empty wellspring. Do you know where that is? I can show you.

YOUNG CHERIE

What? Why would I?

CARLOW

You love unicorns, don't you, Cherie? Wouldn't you love to meet a real, live unicorn? I could help you meet one. Your mean old father won't let you. But your sweet Uncle Carlow? He can help you out.

Go there on the night of the full moon, and I will make all of your dreams come true.

20

EXT. OUTSIDE THE ENT FOREST, NIGHT

20

GOAT

Your mother, like you, comes from a long line of the Greenway family, a family who has been entrusted with protecting the enchanted woods with its doorways to Fae. So when a Greenway child makes a request to the denizens of Fae... Be they faeries, elves, dwarf or unicorn... They take their request seriously.

I was so young then, merely one-hundred-twenty, and I left my brothers and sisters to follow the call of your mother.

I crept down into the hollow beneath the World Tree, and followed the snaking passage until I arrived at the bottom of the empty well, the very place where Carlow had sprung on the faerie queen all those years before.

21

INT. BOTTOM OF THE WELL, ONE FATEFUL NIGHT IN 1989

21

We cut to a scene that took place 30 years ago, interspersed with VO from modern-scene.

Unlike the tired old Goat, Kyle in this scene is chipper and full of life (if a bit confused as to the request).

GOAT

(as unicorn) Hello? Hello? Dear Cherie Greenway, you called to me?

YOUNG CHERIE

Hello? ... Are you... (struck in awe) You're a unicorn!

GOAT

You called to me, Cherie, and I came.

GOAT (V.O.)

Your mother stared at me, and I at her, each not sure what to do next, or who should make the first move. But then. Someone else moved.

CARLOW

Haaaaaaa!!!

GOAT (V.O.)

It was your Great-Uncle Carlow. Your mom froze in place, and... and...

GROWNUP LIZZIE (V.O.)

The goat can't bring himself to say the next part. But Lizzie knows.

LIZZIE

He attacked you.

Cuts back to the flashback. Carlow is astride the unicorn, who is flailing madly. Carlow produces a blade to saw the horn off.

GOAT

(in scene) Get off of me!

CARLOW

(struggling) Not... until... I have... your... HORN!

With a gruesome *SHLACK!* the blade cuts through the horn, which comes apart.

GOAT
(howls in terror)

Goat shrieks, sound design up and above.

GROWNUP LIZZIE (V.O.)
The goat continues staring out into space, farther than ever. For a minute, Lizzie thinks the story is over. She's about to say something, but then he goes on.

GOAT
I didn't have much time to think about what Carlow did to me, because in the next moment, he went running towards your mother. And that's when I realized what he meant to do. He meant to stab her right through the heart with my stolen horn.

Cuts back to the past.

YOUNG CHERIE
No! No! Uncle Carlow! Go away! Go away!

CARLOW
It will hurt only for a moment, Cherie, and then, I will live on, forever and ever and ever. Come on, make your Uncle Proud.

GOAT (V.O.)
I intended to charge him, to fight, but I was scared. I was weak. Carlow would have killed your mother, except, your grandpa showed up.

JACK
She Said. Get. Away!

GOAT (V.O.)
You grandpa leapt onto Carlow, who held the unicorn horn in one hand and a vicious toothed blade in the other.

Carlow lashed out at him, aiming for the throat, but your grandpa had pinned him, Carlow sunk to his knees, flailing wildly.

JACK

Run, Cherie! Get out of here!

GOAT (V.O.)

Your mom stood still, aghast at the scene. And it was weird. Time doesn't flow in Fae like it does in your world. Though Carlow had experienced over a hundred years, he still looked like a teenager -- it looked strange, your grandfather, a grown man in his 30s at the time, attacking what looked like a teenage version of himself. Your mother stared on, screaming and screaming and screaming, right up until Carlow pulled free of your granddad and stabbed him in the chest with the unicorn horn.

JACK

(gulps) Aaauuuccckkk!!!

YOUNG CHERIE

Daaaddddyyy!!!

GOAT (V.O.)

Finally, my fear broke and I was able to move again. I charged forward, knocking her onto my back as I started bounding up from the bottom of the dry well.

Carlow was behind us, howling in rage, but a unicorn is faster than any human and by the time we reached the top of the well, the portal to Fae had closed. Carlow was gone, and your grandfather lay dead at the top of the portal.

There was no wound, no sign of the battle on your grandpa at all. His eyes were closed and his mouth was twisted, almost in a smile. But your mom... She was not fooled. When she saw his body lying there, she screamed, and she would not stop screaming.

GROWNUP LIZZIE (V.O.)

And now, Kyle's story really is at an end. He stares out into space for a long long while, and so does Lizzie, until an earth-shuddering howl shakes them out of it.

With a great HOWL, we hear the waking of the COCKATRICE, a rooster-serpent hybrid that turns its prey to stone before devouring them. It sounds like a mix of T-Rex and Velociraptor.

GOAT

And that's the wailing of the cockatrice. Storytime is over.

LIZZIE

Over. Wait. I don't understand. What do we do? How do we stop Carlow?

GOAT

Stop? Lizzie have you heard anything I've said? You are in grave danger. If you should fall into Carlow's hands, then nothing in Fae will be able to stop him and the army of the infected. We must get you to the Faerie Queen's protection!

LIZZIE

And then what?! What about my world?! What about my mom?!

GOAT

The Queen may be able to help with all that.

LIZZIE

"May" ???

GOAT

The roots between worlds are weak, the road we used to take here is brittle --

LIZZIE

You mean I'm stuck here?! With my great-uncle who wants to kill me?!

GOAT

Come on, Lizzie, we have to go.

The Cockatrice howls again.

LIZZIE

Why didn't I get a choice in this?!
I followed you! I trusted you!

GOAT

Lizzie, we don't always get a
choice in our fate. We only have a
choice in how we handle it.

The cockatrice roars again, closer.

GOAT (CONT'D)

And right now, our fate will be
turned to stone and devoured by the
cockatrice if we don't get a move
on!

LIZZIE

Why does everything here want to
eat us?!

GOAT

Law of the jungle. Quick, on my
back.

COCKATRICE

(very close now)
Haaaaiiiiiissssss!!!

GOAT

And whatever you do: DON'T LOOK AT
IT!

GROWNUP LIZZIE (V.O.)

Lizzie climbs the goat-unicorn
again and they bound off, and even
though it's scary, even though
Lizzie's heart is heavy with the
family secret she has learned and
the deep trouble she is in, she
can't help but be bowled over by
the beauty of the Land of Fae. The
horizon is a sea of glowing purple
dawn, filled with dancing clusters
of rainbow colors -- maybe Faeries?
-- in the distance, before, ZOOM!

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)
 They're running downhill, head
 tipped back through the snarling
 black nails of the Ghoul Forest,
 then banking left, quickly, and
 charging across an open plain.

COCKATRICE
 (hhhooooowwwwwllll!!!)

LIZZIE
 It's catching up with us!

GOAT
 (winded) Just hold on to me!
 (whistles in bird-like manner)
 Cheerup! Cheeeeerip! Ip ip ip ip
 ip!!!

LIZZIE
 What are you doing?! Why are you
 calling out like a bird?!

A carrier bird flaps down.

BIRD
 (responding to Goat) Cheerup!
 Cheerup! Rup rup rup rup!!!

GOAT
 Cheeeeerip!!! Ip! Ip! Ip! (bird
 flutters off... Goat is still
 running)

 (aside) Calling like a bird she
 says... No such thing... (raising
 voice) I'm summoning us a weasel!

MUSIC - Triumphant, up and over.

END PART 2

BEGIN PART 3

23

INT. WEASEL'S HOME, DISMAL SWAMP

23

GROWNUP LIZZIE (V.O.)

As Lizzie the girl and Kyle, the unicorn-turned-goat, charged across the lower badland plains in a desperate rush to escape the cockatrice, the first rays of light pierce the crooked trees of the Dismal Swamp. The Swamp is a vast, mucky, nearly impassible mass that meanders from the reversing falls, along foothills of the wyvern mountains and to the far edge of the river of dreams on the other. It is a Swamp feared by many, and unloved by more, but it is here that the Weasel Garrett calls home, nestled in a rickety shack at the top of a cypress treehouse.

We hear the ambience of the dismal swamp through Weasel's window. Then a bird comes twittering at him angrily.

WEASEL

(snoring)

BIRD

Chirruppp! Cheep cheep cheep!

WEASEL

(yawns, stretches) Five more minutes mum...

BIRD

(alarmed) Cheep cheep! Cheep cheep cheep!

WEASEL

Shussh, I said! (rolling over) I'm sleeping...

BIRD

Cheep! Cheep cheep cheep!

WEASEL

A uni-what? No. There are no unicorns on this side of the continent... Haven't you heard? Not since the worg --

BIRD

Cheer-up! Cheer rup rup rup rup
rup!

WEASEL

A human girl? Greenway family?!
Well why didn't you say so in the
first place?!

Weasel springs out of bed.

WEASEL (CONT'D)

This might be the ticket to my
fortune!!! Ahhhh-haa! I'll grab my
rapier and meet you outside. Oh,
(chuckles) and can't forget these.
Cockatrice goggles.

Weasel starts dressing in their swordfighting outfit

WEASEL (CONT'D)

(yawns) No sleep for the wicked,
they say!!! And none are more
wicked than weasel.

WEASEL'S MOTHER

(off) Garrett! Where are you off
to?!

WEASEL

(hurrying) Uh, nowhere, Mother!

Weasel's MOTHER enters the roof, glowers at the scene.

WEASEL'S MOTHER

(rolls eyes) Onto another quest, I
see.

WEASEL

No I'm not.

WEASEL'S MOTHER

So the goggles and the rapier are
for what, clearing out the snake
weed?

WEASEL

(conspiratorily) It's a GREENWAY
child, mother. I might finally have
a way to get that egg!

WEASEL'S MOTHER

I've heard this before, love.

WEASEL

Perservere, follow your dreams,
even if you're beaten down and
battered, over and over, isn't that
our family motto?

WEASEL'S MOTHER

(rolls eyes) Only on your father's
side.

WEASEL

Don't you want to have our family
name in the storybooks?

WEASEL'S MOTHER

More likely my only child is
devoured by a dragon. You remember
the story of Uncle Vince --

WEASEL

Yes, yes, yes, the four-headed dog
of Smythe, look, mother, I'm a
grown weasel and swordfighter by
trade. You can't expect to keep me
from seeking my fortune.

WEASEL'S MOTHER

(sigh) Well, give your mum a kiss
then.

Quick PECK on the cheek

WEASEL'S MOTHER (CONT'D)

Will you be home for supper? No,
don't even answer. I know. Get on
with you now.

24

EXT. LOWLANDS NEAR THE DISMAL SWAMP, CONCURRENTLY

24

GROWNUP LIZZIE (V.O.)

While Weasel is saying goodbye to
their Mom, Kyle and Lizzie are
frantically running for their
lives, the Cockatrice just a half a
footstep behind!

Reminiscent of the T-Rex scene in Jurassic Park.

COCKATRICE

(Hissssssss!!!)

LIZZIE

You summoned a weasel?! How is a weasel going to help us?!

GOAT

It's the cockatrice's only natural predator!

COCKATRICE

(Hiisss! Snap! Snap!)

LIZZIE

Isn't a weasel a tiny little thing?

GOAT

Not over here!

COCKATRICE

(Hisssssss!!! -- Sprays toxic breath on them)

LIZZIE

Ewww!!! I can feel it's breath! It's freezing!!!

GOAT

Plug your nose while you're at it! The smell of it can --

LIZZIE

Uuuugggggghh!!! Make me puke I think!

GOAT

(hopeful) That's not the Cockatrice, that's the dismal swamp. Good! We're close!

LIZZIE

Close... To what?!

GOAT

To the weasel!

COCKATRICE

Hiiiiiaaaaaaakkk!!!

As the Cockatrice moves to attack the girl and goat, Weasel the rogue leaps forward. Instantly, cockatrice recoils and hisses frantically at Weasel. The tense seen immediately turns comical.

WEASEL

Now, now, Betsy! Back you go!

COCKATRICE

Haaaaaiiiiikk! Haaaik! Haaik
Haaaik!

WEASEL

Uh-huh. They were in your
territory. They look delicious. I
understand all that. However --

Weasel pulls a blade -- Cockatrice SQUAWKS in alarm.

WEASEL (CONT'D)

I could still decorate my tree
house with your head, it would look
delightful next to the trophy of
your cousin Basil, don't you think?

COCKATRICE

(a little more subdued)
Sqwwuuaaaakk! Sqwwwwuuaaak!

WEASEL

Out of here! Go! Go! You're in *my*
swamp!

COCKATRICE

(hisses, but accepts)

The cockatrice reluctantly flaps away.

WEASEL

And stay out!!!

GOAT

Thank you, Weasel.

WEASEL

Uh-huh. Let's have a look at you
then. You're the de-horned unicorn
everyone's been talking about.
You've already run into the worgs,
I hear? (whistles) I should have
let Betsy have you. You're likely
trouble. Then again, I'm a fan of
trouble! So perhaps we're well-
paired. And who'se this lass?

LIZZIE

I'm Lizzie. Please, don't eat us.

WEASEL

(cackles) Eat you?! What? You don't
look appetizing at all.

(MORE)

WEASEL (CONT'D)

All bone, and (steps forward, taps Lizzie on the head) maybe a little bit of brain there in your noggin, but, let's be honest, not much of a meal for me. I have a feeling you'll be of better use to me living. So! Let's get to dickering.

LIZZIE

What?

WEASEL

Dickering - to bargain, negotiate, haggle, make a deal. You faced certain death, I saved your bacon, and now you owe me. What'll it be? (snaps fingers) Ah! I got it! You can help me capture the wyvern egg.

LIZZIE / GOAT

Wyvern?!

WEASEL

Oh don't make that face. It's a *small* dragon. Hardly more than a baby itself.

GOAT

A wyvern that's old enough to lay eggs is hardly a baby.

WEASEL

How now! For folks nearly devoured by a cockatrice and on the hit list of the dark warlock, you seem quite risk averse. Look, it'll be done in a hop, skip, and a jiffy, and I'll consider your debt to me repaid.

GOAT

Noble Weasel...

WEASEL

You can call me Garrett.

GOAT

Garrett. I am Kylindrial. Seventh in the Line of Breathnach. Recall the aid the unicorns brought to the weaselkin in the flood of the ash beetles, in the time of Inira --

WEASEL

Blah blah blah, so SENTIMENTAL you Unicorns are, always bringing up history --

GOAT

Our journey is of the utmost importance, Garrett. We seek protection from the Queen of Fae herself --

WEASEL

Perfect! (hoots in delight) Oh! What luck for us all! My quest is none other than to visit the Queen myself, once I take care of this inconsequential errand to retrieve the Wyvern Egg. Well then, we're off!

Weasel starts bounding off.

LIZZIE

Hold up!

WEASEL

(sighs) Look, darling, we don't have time for this --

LIZZIE

I'll do it.

WEASEL

You'll. (beat) What?

LIZZIE

You did save us. Thank you. And we'll need your help, if we're not going to get eaten by other things. So I'll help you.

WEASEL

Wait. Hold on (beat, acts theatrically) I think I must have something stuck in my ears. This. This human girl. She agreed to help me get the wyvern egg? Of her own accord?

GOAT

Sing when you're winning, Garrett.

WEASEL

Oh, That. I. Will! (breaks into
song)
There was a weasel named Garrett,
fee fii fiddly eyy oohh
(etc etc)

MUSIC - Transition

25

EXT. FOOTHILLS OF DRAGON MOUNTAINS

25

GROWNUP LIZZIE (V.O.)

Lizzie said yes quickly to Garrett
the Weasel's challenge, but she
started to have doubts as they
skirted along a boardwalk in the
Dismal Swamp and into the foothills
of steep, jagged mountain. As if on
cue, swirling ravens greeted them.

CAW of a MURDER of RAVENS.

GOAT

Garrett! I know Mistress Lizzie
said yes, but I really must beg you
reconsider this --

WEASEL

Ssssh! Down here. Behind the rock.

Weasel motions goat and girl to hide behind a rock with him.
They run behind.

WEASEL (CONT'D)

Up there. See?

GROWNUP LIZZIE (V.O.)

They've snuck behind a large
boulder, and now, Garrett leans out
from the side of it, and points to
a spot way, way up the mountain.

GOAT / LIZZIE

(skeptical) There?

WEASEL

Easey-peasey. Just like I said. So
here's how it'll go. Kyle, you can
come with us most of the way, but
once we get to the steepest part of
the climb I think arms are a
requirement, so from that point
you'll be on watch.

(MORE)

WEASEL (CONT'D)

At the first sign of wyvern -- a completely, utterly unlikely situation -- you'll give a shout and I'll run like hell and leave Lizzie as bait - um, I mean, help us both get out of there. If all goes well - *as it will* - then you, human girl, you just do a little dash into the cavern, grab me a little egg, and rush right out. Tick lickety split.

LIZZIE

(befuddled) Wait. You want **me** to capture the wyvern egg?

WEASEL

I did adequately explain our quest, correct?

LIZZIE

(gulps) Oh no.

GOAT

No no no no, Garrett, this is unacceptable, this child is a *Greenway*.

WEASEL

Look here, I've thought it all through.

Weasel rummages in their pouch, produces a RING OF DODGINESS.

GOAT

What's that?

WEASEL

A ring, obviously.

LIZZIE

It's pretty.

WEASEL

And magical.

GOAT

(raises eyebrow) You have a magic ring? Where'd you get that?

WEASEL

Nowhere important. It doesn't seem to work on weasels. But for you...

With a GLIMMER, the ring of DODGINESS activates.

WEASEL (CONT'D)
(giggles) Yes! That's it!

LIZZIE
What happened?

GOAT
It's a ring of dodginess.
Impressive, Garrett.

With a UN-GLIMMER, Lizzie takes the ring off.

WEASEL
So now you see how it'll work?

GOAT
I still don't like it.

LIZZIE
Please, can you explain...
"Dodginess" ?

WEASEL
The ring makes you harder to see.
You know, "Dodgy"

LIZZIE
You gave me an invisibility
ring?!?!?!?

WEASEL
Ahhhhhh well not exactly. If I had
a ring that did that, well, it
would be a whole different story.

GOAT
It's more like, you're... dodgy.
Someone can look right past you if
they're not looking for you, so
long as you're not doing anything
to call attention to yourself.

WEASEL
And nothing is going to happen! How
perfect! (claps hands) Shall we get
on with it then?

MUSIC - tense/adventure music... Builds slowly

GROWNUP LIZZIE (V.O.)

Lizzie nods, then climbs up onto Kyle's back, and up they go, quickly at first, and then more slowly as the cliff gets steeper, and steeper, and steeper, until it's almost a flat rock wall.

GOAT

(groans) Yeah, I think this is as far as I can go.

WEASEL

Really, Kylindrial? I thought you were a goat.

GOAT

A unicorn! Unicorns are goats are very different. (queasy) Unicorns don't like heights.

LIZZIE

It's okay. I'm from New York City. There are all kinds of really tall buildings. Like, there's this one, where you go inside a glass elevator, up one hundred stories, and it feels like you're flying through the air --

GOAT

N n n n nno, please, Lizzie. Don't rub it in.

WEASEL

Well, come on, then! Scratch one Kyle, add one Lizzie!

LIZZIE

Can I, uhm, get on your back?

WEASEL

You want to. What?

LIZZIE

It's a tall cliff.

WEASEL

(stunned) But I can't possibly. No. You wouldn't. Really? You mean?

GOAT

(groans) Do you want your egg or not, Garrett?

WEASEL

Pah. Fine. I'll make you pay to clean my doublet for any human germs you leave behind, mind you.

LIZZIE

Thanks.

GROWNUP LIZZIE (V.O.)

Lizzie climbs onto Garrett the Weasel's back, and up they go! The weasel is whip-fast, grabbing handhold after handhold, their feet a blur as they climb up, and up, and ... well, far enough up that even Lizzie who thinks she's okay with heights shouldn't be looking down.

LIZZIE

Eeep! That's quite a drop!

WEASEL

(annoyed) Did you just look down?
(shakes head) Rookie move!

GROWNUP LIZZIE (V.O.)

They scurry further, up and up, so fast and so high Lizzie thinks the air must be getting thinner. Her lungs tighten, something that's not even gravity threatens to pull her down, but she closes her eyes and focuses on holding on to Weasel, and listening to their ridiculous song.

WEASEL

(sung, oddly) One foot, in front of the other, one foot, walk to your mother, one foot, don't make you smother, it's the only way t look down, or up, or sideways, don't look up down or sideways, if you want to be plastered into the peak you'll sneak a little peek, both otherwise, don't you look, tah-tah!

GROWNUP LIZZIE (V.O.)

And then, they're at the top.

WEASEL

See? No big thing at all. Now just grab me an egg, and we'll be on our way.

GROWNUP LIZZIE (V.O.)

Garrett nods toward a small cave, just past the cliff's edge. Inside, maybe a rock's throw from the entrance, is a nest, and inside the nest, a gigantic sparkly egg.

But that's not what catches Lizzie's attention.

LIZZIE

Hey, um Garrett?

WEASEL

Yes, dear?

LIZZIE

There are bones in front of the cave. LOTS of bones.

WEASEL

Don't worry about those, love. Just, run along now, and grab me that egg. And don't forget the magic ring!

MUSIC - Ratchets up tension throughout the action.

GROWNUP LIZZIE (V.O.)

Lizzie's not sure if it's courage, or stupidity, or not wanting to disappoint people, but she does just as the Weasel says, and honestly, not thinking about anything other than grabbing the egg makes it easier. Just one simple task. How hard could that be?

So. She climbs off of Garrett's shoulders and onto the rock outcropping. She slides on the ring of dodginess, then starts walking across the field of bones, finding Weasel's song stuck in her head. A pretty terrible song, it must be said, but it helps distract her from what's happening. At least a little bit.

LIZZIE
 (amping herself up) One foot, in
 front of the other... One front,
 don't make you smother...

FX - Crunch, Crunch! She steps on brittle bones!

LIZZIE (CONT'D)
 Bones!

WEASEL
 AHEAD of you, Lizzie! AHEAD!

GROWNUP LIZZIE (V.O.)
 Suddenly Lizzie's seized with
 total, all encompassing panic. Like
 a spell cast upon her, she's rooted
 to the ground. She tries to calm
 down.

LIZZIE
 Nothing to see here... Nothing to
 see here... Just... B-b-b-b-
 bones...

GROWNUP LIZZIE (V.O.)
 But it's not working!

GOAT
 (distant, bleating like mad) Hey!
 Heyyyyy! Heeyyyyyy!!

WEASEL
 Oh, holy gnomes! Lizzie! Get out of
 there!

GROWNUP LIZZIE (V.O.)
 The sky above Lizzie turns black.
 For a moment, she thinks she's
 surrounded by thunderclouds. But
 it's something much scarier than
 that. It's a fully grown, angry,
 mother wyvern.

WYVERN
 (bellowing shriek)

LIZZIE (V.O.)
 Later, she thinks her brain must
 not have been working right,
 because instead of running away,
 she charge right into the cave, and
 right towards the gold-speckled
 wyvern egg.

WYVERN

(Howls!)

GROWNUP LIZZIE (V.O.)

Was she still planning to steal it? She'll ask herself later. Certainly not, you can't steal an egg right in front of a mama. Maybe she just wanted to get a good look at it, after all, how often does one ever get to an up close look at a dragon's egg? So close you can touch it?

LIZZIE

Hi there, beautiful. Just, real quick.

GROWNUP LIZZIE (V.O.)

But then a howl of hate from behind her reminds her of where she is. The Mama wyvern sticks her head into the opening of the cave... And yup, she looks like all those pictures of storybook dragons. Gigantic, hate-filled eyes and a beak like an eagle's but lined with ripping teeth. Lizzie keeps thinking... Do what Kyle said. Keep calm. Dodge into the darkness. But she's not doing a very good job keeping calm.

LIZZIE

Hi there. I was just... checking on your egg... It's a nice egg. So big. You've cared for it so well. It's um... It's...

FX - Crack! Egg shell bursts.

LIZZIE (CONT'D)

(surprised) It's cracking!

GROWNUP LIZZIE (V.O.)

And then, just before her eyes, the shell cracks and out pops a little baby wyvern.

BABY WYVERN

(coos)

GROWNUP LIZZIE (V.O.)

The most impractical thing pops into Lizzie's head just then, the memory of seeing an iguana in a pet shop. The baby wyvern reminds her of that iguana, only... way bigger. As big as she is, in fact, maybe even bigger. It could probably kill her just as easily as the mama could, but the first thing it does, as it pops out its shell, is to coo at Lizzie, not kill her.

BABY WYVERN

(coos affectionately)

LIZZIE

Hi, little guy.

GROWNUP LIZZIE (V.O.)

The hate in the Mama wyvern's eyes only grows, but Lizzie realizes she's biding her time now, thinking about how to deal with the intruder without hurting her baby.

LIZZIE

(to baby wyvern) Hey little buddy. Go to your mama, okay? She wants to meet you. I can't take care of you. I'm a human. I'm (gulp) Probably more likely to be your dinner.

GROWNUP LIZZIE (V.O.)

Lizzie nudges the baby wyvern away from her, and towards its mama, and it makes a little sad coo as it goes. Mama's skin tenses, ready to kill, but the baby bought Lizzie the seconds she needs. Lizzie has a whole new sense of calmness and clarity, and now she sees something. There's a hole in the back of the cave. Now, there's just one thing left to do.

LIZZIE

You won't be needing this egg anymore, right buddy?

GROWNUP LIZZIE

The gall of that little girl!
Lizzie fills her arms with as much
of the wyvern egg shell as she can
carry, then steps back calmly, ever
so calmly, toward the escape hatch.

LIZZIE

Buh-byeeee!!!

WYVERN

(shrieks angrily)

LIZZIE (V.O.)

Lizzie lunges for the hole,
realizing that if she made any
mistake she is wyvern grub, but,
yes! She was right. It's not a dead-
end at all, but instead, a tunnel
that leads deep, deep, into the
mountain. Actually... it goes a
little too deep, and a little too
fast.

LIZZIE

Wh, wha wha whwaaaoooooooooooo!

26

INT. CAVERN INSIDE WYVERN MOUNTAIN

26

GROWNUP LIZZIE (V.O.)

Lizzie's falling... faster and
faster... banging off of walls,
zipping down tunnels, flinging off
the wall and then - -

LIZZIE

Waaa aaaah aaah!

GROWNUP LIZZIE (V.O.)

The banging tunnels end and she's
in free fall, like jumping out of
an airplane it feels like, going
faster, and faster, until...

WYVERN SONG

(melodic, female vocal chorus)

LIZZIE

Huh?

GROWNUP LIZZIE (V.O.)

The egg shells Lizzie's clutching
in her arms begin to sing to her:

WYVERN SONG
(melodic chorus continues)

GROWNUP LIZZIE (V.O.)
There is magic in the wyvern eggs,
she knows it, and she looks inside
her mind to imagine what it might
be like. The image comes in a
second. The mama wyvern. Her
widespread wings. If only she had
huge sprouted wings like that right
now she'd --

LIZZIE
(surprised) Wh- Wh- Whaaaaaa !

GROWNUP LIZZIE (V.O.)
A gust of magical wind lifts her up
and slows her free fall, now, she
slowly floats down, down, and --

SMACK! She crash lands rather roughly at the bottom of the cavern.

LIZZIE
Ooofff!!

GROWNUP LIZZIE (V.O.)
There's a little bit of a rough
landing. But not nearly as rough as
it could have been.

LIZZIE
Ow. That... That hurt. Um... Now...
Now what?! I escaped the angry mama
wyvern, but now I'm stuck in the
middle of a gigantic CAVE!

As she shouts 'cave' it echoes throughout.

LIZZIE (CONT'D)
(moans) Ohhhh...

GROWNUP LIZZIE (V.O.)
Lizzie has been a very courageous
girl so far. She escaped her
devious Great-Aunt, trolls, worgs,
cockatrice, and wyvern. She
realizes her Great-Uncle is a
Warlock and determined to kill her
in order to become more powerful.
Her mom has deep and terrible
secrets.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

Now, Lizzie is in the bowels of a mountain so huge she can't even wrap her mind around how big it is. And it is dark, so dark here. It's from the darkness, that she feels it, the thing that eats away at her courage. There's a monster in the darkness out there, and it's called fear.

Lizzie's FEAR becomes animated, like monstrous spirits. They make ticking, insect-like hissing noises, interspersed with verbalizations of her deepest fears.

FEAR

(hisss hissss hisss) You'll never get out... You mom doesn't really love you... You're a bad girl... You'll be stuck here forever... The dragon will come and eat you... Carlow will take over the whole world...

LIZZIE

(being as brave as she can be) Stay... Stay away! Whatever you are! Stay away! I'll... I'll um... I'm... (not really believing it) I'm not afraid of you...

FEAR

Yes... You are... (giggle, cackle, delighted) Gnaw you up, gnaw on you like a bone. Fear will eat you the farther you are from home... (giggling, cackling, then reverts to verbalizing her deepest fears)

It's your fault they took away daddy. You shouldn't have told the woman at school where he was from. You're a bad daughter. BAD! That's why they came and took him. Took big sister too because you were mean to her. You'll never see her again. You'll be forgotten about, alone, forever...

GROWNUP LIZZIE (V.O.)

The fear keeps trying to get into me, and it's starting to win, when the strangest thing happens.

BLING! Of a cell phone.

LIZZIE
My. What? My cell phone?

GROWNUP LIZZIE (V.O.)
Lizzie digs into her pocket. Sure enough, it's the cell phone her mom left with her. She forgot she had it, but now, she looks down incredulous, and sees that her mother has send her a text message.

CHERIE
Remember what I told you, Lizzie.

GROWNUP LIZZIE (V.O.)
Remember what I told you? What could her mother possibly mean? And how is she sending text messages to a cavern in the deepest darkest mountain in Fae, when the phone didn't even work at their family's house in the real world.

BLING! Cell phone buzzes again.

CHERIE
Don't panic, Lizzie. Take deep breaths.

GROWNUP LIZZIE (V.O.)
Lizzie realizes that the phone is not on. The screen is cracked and the battery is dead. But somehow...

LIZZIE
Okay. Don't think too hard. Just do what she told you. Don't panic. And take deep breaths. (she inhales)

CHERIE
Good. *In.*

FEAR
(grunts) What are you doing?! Be afraid. Be afraid!

CHERIE
And out.

LIZZIE
(breathes out) One... (breathes in)

CHERIE
In. And out.

LIZZIE
(breathes out)

CHERIE
Two.

LIZZIE
(breathes in)

CHERIE
And out.

LIZZIE
(breathes out)

FEAR
This won't work, you're being
stupid. You're wasting time! You
should be looking for a way out,
but, hahahaha!! You'll never find
one!

CHERIE
Three.

FEAR
No... no... no!! You can't beat us
that easily! You can't! You can't!

LIZZIE
(breathes in)

CHERIE
And out.

LIZZIE
(breathes out)

FEAR
(squeal in horror as Lizzie beats
them)

CHERIE
See, now isn't that better?

GROWNUP LIZZIE (V.O.)
Lizzie opens her eyes, and sure
enough. Things *are* better. In
fact...

LIZZIE
There's light in here now. It's
coming from... (looks around) Me?!

GROWNUP LIZZIE (V.O.)
 To her wondrous delight, Lizzie
 looks down to the palm of her hand.
 She put the cell phone down and now
 she holds something much more
 wonderful. A pool of moonlight!

LIZZIE
 (in pure awe) wwwooooooooowwwwww!!!

GROWNUP LIZZIE (V.O.)
 She stares at this magical wonder.
 Tips her hand, just so, to see what
 happens.

LIZZIE
 Oh! The water tips with it! Don't
 spill!

GROWNUP LIZZIE (V.O.)
 If she keeps her palm steady, she
 can see the room around her, and
 then, another wonder overcomes her:
 the cave she's in lights up red
 like the sunset -- but no!! Then
 it's glowing purple as sunset, into
 the blue of the fullest night sky,
 glimmering with stars and
 streetlights, then pouring Red! Red
 like morning, all over again! The
 walls are pulsing like the beat of
 a heart. *Her Heart!*

An ambient, thrumming musical landscape, vibing with the beat
 of a human heart, overwhelms us. Lizzie is in the HEARTSTONE
 cave, the literal heart of this magical mountain.

LIZZIE
 (in awe) It's amazing.

GROWNUP LIZZIE (V.O.)
 Lizzie will soon learn this amazing
 gem that bulges out of every part
 of the cavern is called heartstone,
 and no wonder why. It throbs, and
 shimmers like the beating of the
 human heart, pulsing with color,
 throbbing with energy. And as she
 stares it, agape, a curious thought
 tickles the back of her mind.
 Surely, such a treasure, so
 beautiful it nearly makes her
 faint, would --

FX - Tink! Tink! Tink! In the distance we hear a gnome mining operation.

GROWNUP LIZZIE (V.O.)
-- Attract company!

FX - Tink! Tink! Tink! The mining pauses for a little bit and we hear a crrrrruunnnccchhh! as a distant GNOME miner pulls forth a great chunk of ore and starts rummaging through it.

GNOME
(off, evaluating his find) Hmmm...
Nope... Not you... Mahhhh! Keep
working!

FX - Tink! Tink! Tink! Rip! The gnome knocks off chunks of ore and thumbs through, looking for something and not finding.

27

INT. DEEPER IN THE CAVERN, WYVERN MOUNTAIN

27

GROWNUP LIZZIE (V.O.)
Lizzie's not alone in the caves,
and the idea gives her hope, not
fear, since she doubts she could
ever find her way out of this place
by herself. So. She follows the
light from her palm down a windy
passageway towards the sound of the
miner. Whoever they are, they're
quite determined to find...
something...

GNOME
(annoyed) Not fit for adorning a
skunk's tail! (chucks a block of
stone)

LIZZIE
Hello?!

GNOME
(completely shocked) Aaiiii!!!!

LIZZIE
Oh, sorry!

GNOME
Beee jeee jeee jeee jeeee what the
who the how the what you. YOU?!
Who/what/where/when/why by Mother-
Hubbard are you!!! ...

(MORE)

GNOME (CONT'D)
 (blinks) Can you put down that
 light?! You're blinding me!!!

LIZZIE
 Oh, sorry. Here, let me close my
 hands.

FX of "Brightness" of the moon globe going down a bit.

GNOME
 Much better... Ow... my poor
 eyes... Now I can see what kind of
 rude creature goes about sneaking
 up on gnomes in the dark... Let me
 get a look at you... (surprised)
 No! My eyes must be fooling me,
 there's no way. There's absolutely
 no... (blinks) By golly my eyes
 must be fooling me... Because I'd
 say, sure as Gilgamesh's hammer,
 you sure do look like a human.

LIZZIE
 I am.

GNOME
 (laughs heartily) No you're not!
 That's completely impossible! Come
 on, now! Shapeshift back into
 whatever your real form is!

LIZZIE
 This *IS* my real form!

GNOME
 Tricky little devil, aren't you!
 I'll just twist your ear here and --

LIZZIE
 Owwww!!

GNOME
 Huh, well the ol' twist of the ear
 should work on nearly any magical
 beast. Now you have me all
 confused. If you aren't a
 shapeshifter, what can you possibly
 be?

LIZZIE
 A HUMAN!!!

GNOME

But I already told you, that's impossible!

LIZZIE

Listen, you, I have been in Fae for only a day -- or two? -- now, and I can tell you, things that are impossible happen here all the time!

GNOME

(considers) You have a point. So, pray tell, how does a human -- a human CHILD, no less -- end up in the bowels of Celeste's Peak, right smack in the middle of a gnome mining operation?

LIZZIE

I was running from a Wyvern.

GNOME

(raises eyebrow) A wyvern? You mean Old Celeste?

LIZZIE

Maybe? No one told me her name.

GNOME

She's the meanest, touchiest wyvern any gnome has ever seen, and you believe me, we Gnomes have seen us a goodly share of wyverns in our day. You mean to tell me... you encountered Celeste, and you lived to tell the tale? What praytell were you up to?

LIZZIE

I was trying to steal her egg.

This about knocks the Gnome on his ass.

GNOME

No. No way. You've got to be. No... (shaking head) I can't believe it.

LIZZIE

You better believe it, because I got away with most of the shell.

GNOME

Nawwww- naw naw naw naw naww you're pulling my tail, lass!

LIZZIE

Am not! Look, I uh, even still have part of it with me.

GROWNUP LIZZIE (V.O.)

Lizzie left most of the shell back in the heartstone cavern, but she has a chunk of shell the size of hand that's enough to prove what she needs to prove.

Gnome evaluates the wyvern shell shard.

GNOME

You know what just little fraction of shell is worth? (laughs) And you say you've got more? By golly you could buy half this mountain, and the next one besides!

LIZZIE

I should hope so! It wasn't exactly easy to get.

GNOME

Indeed! And any fool dumb enough to enter a wyvern nest usually ends up as a pile of ash! (chuckles) Waltzing around she goes, stealing *egg shells* from Old Celeste... You best hold that close to your chest, lass, and don't you go showing it around to anyone who asks for a look. (shakes head) Well, human child with no business being in the deep inside of the mountain, I've got myself gems to find, and palavering with you isn't helping me meet the quota, so if you'll excuse me --

LIZZIE

Hold on.

GNOME

Hm?

LIZZIE

I'm lost down here. Can you help me get out?

GNOME

(raises eyebrow) You mean to say you don't ...? (beat, then starts laughing) Of course you don't know how to get out! You don't (bellows in laughter) You don't know all the rivers. Oh... oh yes that's rich...

LIZZIE

Can you help me? Please?

GNOME

I would love to, lass, but like I said, I've got a job to do --

LIZZIE

You can keep that chunk of wyvern shell.

GNOME

(stunned) Naw, don't tempt a gnome with something like that.

LIZZIE

It won't do me any good if I can't get out of here!

GNOME

No, I couldn't do that... Nope nope nope... But tell you what, you might be able to help me with something, and then I could maybe repay you with helping you back.

LIZZIE

(mumbles) Oh that worked really great for me before.

GNOME

What's that?

LIZZIE

Okay, sure, I guess. What do you need?

GNOME

See all these? These are just rocks to me.

LIZZIE

"Rocks" !?!?! Those are diamonds!

GNOME

That's what I said.

LIZZIE

They're worth a fortune in my world!

GNOME

Your world doesn't do me much good, does it now? Nope, what I've been looking for - See it's on this old map.

LIZZIE

I can't see it. It's too dark.

GNOME

Oh, right, hey. Let me get my goggles on, then you can use that light of yours without blinding me.

LIZZIE

Okay...

Gnome rummages through a rucksack, finds goggles, puts them on.

GNOME

That's better. Okay. Go ahead and open your hands. Take a look at the map.

GROWNUP LIZZIE (V.O.)

The gnome lays out a great treasure map, stained brown, with crinkling edges, dragon pictures on the side, skulls and crossbones -- all the things you'd expect to see.

Gnome lays out an old treasure map for Lizzie. MAGIC tune, under, as Gnome goes over the map description.

GNOME

So you see here, this is roughly where we are, about 3 tocks widdershins from the river of dreams, which flows from the south side of the river to the north, downstream to the sea of folly out near the giant kingdom. This mountain has always been a favorite of wyverns which is a sure sign that there's heartstone buried in it. Heartstone gives off its own heat -- like a beating heart, you understand?

(MORE)

GNOME (CONT'D)

That's why it's called what it is -- and wyverns and other serpents like to congregate near it to warm themselves up. So there must be some in this mountain, but it's hard to dig into the mountain too close to old Celeste's cave... She's torched at least a hundred gnomes in her time, and eaten at least that many, probably more. No other gnomes will mine this mountain, but not me! I'm not scared of Celeste. (chuckles) Okay, well I'm plenty scared, but I found a path through the river down here, you see? I come across in there, and from there I've carved across here, there, there, there and --

LIZZIE

Hey, Mr. Gnome.

GNOME

Yes?

LIZZIE

I know where the Heartstone is.

GNOME

You. You what?

LIZZIE

It's right around the corner, in fact it's where I left the rest of this Wyvern shell. The walls were filled with gems that shone from within, like the beating of a heart. Does that sound like what you're looking for?

GNOME

(in awe) My goodness, child, you are the luckiest thing that's ever happened to this old gnome. Show me, please!

LIZZIE

Yeah, just this way.

GROWNUP LIZZIE (V.O.)

Lizzie retraces her steps to where she tumbled through the cave. And sure enough, the gnome's eyes light up with wonder.

GNOME

Heartstone! Pure! Heartstone!
(doubling over in delight)
Heartstone! Everywhere! Hooray!
Hoo ray ray ray ray!!

He calls out, and his voice echoes throughout the chamber.

LIZZIE

Now just you remember, Mr. Gnome!
You told me you would lead me out
of here.

GNOME

Right! Yes! Just that! Of course!
Alright. Let's get started. Do you
need a bag of handiness for that
shell of yours?

LIZZIE

A what?

GNOME

It's a bag that's bigger on the
inside than it looks on the
outside. It sure is handy, hence
the name. Here.

Gnome chucks her a bag.

LIZZIE

Thanks.

GNOME

Thank YOU, Little Lass, you just
made my fortune. Oh, what is ol'
Alpheus gonna say when he sees what
I've come up with now -- (cackling
happily) Just one little strike and
--

Keeerrrrrr chunk!

GROWNUP LIZZIE (V.O.)

The gnome's pickax bites into the
vein of heartstone, but things
don't go the way he thinks they
should.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

Or at least, Lizzie imagines this is now how he wants things to be. Because the vein immediately shatters into a million pieces, and heartstone gems start raining down upon them, and raining... and raining... And they soon both realize it's not going to stop.

A mist of pitter, pattering, shattering glass. The whole mountain starts to shake!

GNOME

Oh... Shoot... Oh dear. Lizzie, grab as much as you can carry!

Rumble rumble rumble rumble!!! The cavern is really moving now!

GNOME (CONT'D)

Nevermind. Run!!!!

Lizzie and Gnome run from the collapsing cave. Crunch! Smash!

GNOME (CONT'D)

My whole darn tunnel system is caving in. Holy mudcreek, folly me!

29

INT. CAVERN, UNDERGROUND RIVER

29

GROWNUP LIZZIE (V.O.)

Lizzie is running, again! This time from a collapsing rock tunnel instead of angry magical beasts. The gnome's legs are tiny but they're slap-slapping the tunnel double-time and Lizzie keeps up with him, dodging through the narrow passageways, hopeful that wherever they're going, it's out. Soon, she hears the rushing of water. And the gnome cries out:

GNOME

Jump!

GROWNUP LIZZIE (V.O.)

As he plunges into the river below. Lizzie has no time to think about what might happen to her this time, so she just follows right after.

LIZZIE
Wwheeeeeeee!!!

SPLOOSH!!! Lizzie dives beneath the surface, then pops back up again.

GNOME
(struggling to swim) The heartstone is too heavy! It's pulling me down!

LIZZIE
Then drop it!

GNOME
No! Not after all these years, I'm not gonna -- (he goes under, pulls himself back up) -- Guuulllkkkk!

LIZZIE
Don't be foolish!

GNOME
(glumly) Oh, rats!

GROWNUP LIZZIE (V.O.)
The gnome must drop the heartstone, because suddenly he pops back up to the surface, swimming well. And just in time, too, because the next obstacle in front of them is:

GNOME
WATERFALL!!!!

The roar of raging river approaches, up and over.

END PART 3

BEGIN PART 4

30

INT. EDGE OF RIVER BANK, CAVERN

30

GROWNUP LIZZIE (V.O.)

Lizzie has seen lots of movies involving people coming to the edge of waterfalls, but she's really not sure what to do. She can swim -- her mom has taken her to the Y a lot so she swims as good as a 10-year-girl can be expected to swim - but what happens when she goes over the waterfall? Does she get eaten by crocodiles? Should she crawl into a barrel? But it turns out, she doesn't have much time to worry about it. Because everything that happens. Just happens.

GNOME

Go with the flow, lass! Go with the floooooooowwww!!!

LIZZIE

Yaaaaaaaiiiii!

GROWNUP LIZZIE (V.O.)

The waterfall grabs Lizzie, sucking her into the powerful water and spinning her around so she doesn't know which way is up, down, or sideways. The water is in total control, so powerful that it also seems alive. Or... perhaps it is!

WATER ELEMENTAL

Aren't you a curious thing?

LIZZIE

Heeellp!!! Heeeelllppp!!!

WATER ELEMENTAL

Don't you know how to swim?

LIZZIE

Heeeelllllppppp!!!

WATER ELEMENTAL

Oh, I'm coming on too strong. It's just been so lonely here.

LIZZIE
Caannntttt brreeaaaaatttthhhh

WATER ELEMENTAL
Sorry, dear, I can't understand
you.

LIZZIE
Caaannntttt breaaatttthhhhhhhhhh

GROWNUP LIZZIE (V.O.)
Lizzie struggles to swim to the
surface, but the water keeps
pulling her back under - into the
middle - into - she don't even know
where, but not out! Fear starts to
grab her again, but she shoves it
off. Then a thought occurs to her.
The dodge spell that the unicorn
cast on her. What if she just
disappeared?

FWOOWSH! Lizzie "Goes Dodgy"

WATER ELEMENTAL
Heelllloo? Helllloo? Where'd you
go? Heelloo? Oh no!

GROWNUP LIZZIE (V.O.)
The water's pummeling suddenly
stops, and Gnome and Lizzie go
flying!

WHOOSH as Lizzie and Gnome spit out the bottom of the
waterfall, and wash up on shore.

WATER ELEMENTAL
Sooo lonely... So... Lonely... No
one wants to play. No one wants
to.....
Booohhhhoooooooooooooooooooo
(sinks away)

GROWNUP LIZZIE (V.O.)
The water elemental sinks away, and
now the rage of the waterfall is
gone, and it's just a calm
trickling stream.

GNOME
(coughing, spitting) Yep, you just
slacken up, wretched water, and
wretched cavern, too!

(MORE)

GNOME (CONT'D)

Gone collapsing itself at the very first strike! A life's work, ruined!

LIZZIE

We were almost drowned -- and crushed -- and the first thing you worry about is your stupid heart stone?! What the heck is wrong with you?!

GNOME

(sniffs) No need to be mean.

LIZZIE

I'm not being mean! I'm being realistic! You're really more worried about your rock than your life?

GNOME

(lowers head) It's not that. It's just... All my friends and relations said I was mad to go out here and spend my life digging into a Wyvern's mountain, one that killed so many other gnomes before me. If I go home empty handed, it'll prove them right. Better to be crushed under rock while trying to win the quest, than to admit the quest was a waste of time.

LIZZIE

(touched) Well... What about this?

GROWNUP LIZZIE (V.O.)

Lizzie managed to get through the whitewater rapids with the bag of handiness in hand, and not only does she still have the wyvern shell, but she has a collection of fist-sized heartstone rocks in there as well. She digs out all she can carry and offers them to the gnome.

GNOME

(in wonder) What... Ye... You pocketed some of the heartstone?

LIZZIE

Feel them, they're still warm.

GNOME

Indeed they are. You. (raises
eyebrow) You can't be serious.
You'd give this to me?

LIZZIE

Sure. Thank you for getting me out
of the mountain.

GNOME

(twinkling)
Wwwwwaaaahooooooooooooeeeyyyyy!!!
Heartstone! Real, Wyvern-grade
heartstone! Ai, this will make for
a fine enchanted weapon. (thinks)
You're a generous child, Lizzie, I
think you deserve something as a
keepsake. Let me see... What do I
have...

Gnome digs around in his rucksack, which is wet and slodgy
now, but he ultimately finds what he's looking for.

GNOME (CONT'D)

Claw hammer, hammer claw, claw
claw, dragon's tooth, newt bait,
um... Aha! Here we go.

He proffers her a thin piece of wood.

LIZZIE

A stick?

GNOME

A stick she says! No no no... Not
just *any* stick, this is a sliver
of the World Tree itself, and
blessed by the Fae Queen. I was
thinking of maybe turning it into
an arrow, one that would strike
through the heart of the truth of
any matter. Now... let's get my
whittling stick out. (rumagges in
sack, finds his tool, then starts
carving carefully) Okay, ye sharpen
the point like so, give a little
sliver of one of this here
heartstone --

LIZZIE (V.O.)

The gnome slices a thin bit of the
heartstone with his knife, and
tucks it into the point of the
staff. Then, he offers it to me.

GNOME

Here you are, dear, with my compliments. (admires his handiwork) Look, it's even got a soft glow. Tells you it's enchanted.

LIZZIE

Enchanted with what?

GNOME

I don't rightly know. I learned how to craft enchanted things, not to figure out what kind of chants got in them or how to control them. Maybe I get an idea in my head, but that's rarely exactly how the thing turns out... The real magic, that's for the wielder to figure out. If I were to get a hunch of it, I'd say... (evaluates) It's got a hankering for the truth.

LIZZIE

Uh-huh. Okay. Well, thank you. Um... What is your name?

GNOME

Cecil will do just fine.

LIZZIE

Thanks, Cecil. It was really lonely in there until I found you.

GNOME

It was lovely meeting you too, Lizzie, you helped me realize my lifelong dream. (sighs) Only to lose it a few minutes later. Well, only one way to find the heartstone again is to start looking. You follow this river up maybe another two far-sees and you'll be out of the mountains.

LIZZIE

Okay. Bye!

GNOME

Till next time.

MUSIC - Transition

GROWNUP LIZZIE (V.O.)

Now, while Lizzie was feeling pretty great about having bested a wyvern, discovered a heartstone mine, and inherited a couple of magical objects, her friends, Kyle and Garrett, were positively worried sick about her. After all, it's not many humans who get trapped in a cave with a wyvern and come out full of stories.

Catch back up with Goat and Weasel, who are trekking as quickly as possible to reach the mouth of the river, the only known entrance to the mountain.

GOAT

(rushing) Okay, I can see the mouth of the river, just where the wren said it was!

WEASEL

I don't see why we have to be in such a blasted hurry --

GOAT

Quiet your tongue, Weasel! If it hadn't been for you she never would have been anywhere near that wyvern!

WEASEL

How was I suppose to know that --

GOAT

It's a wyvern! You know them as well as I do. How I ever got talked in to this -- Oh, Lizzie, I'm so sorry. We'll have to find some friendly gnomes about, rumor has it there's heartstone inside so surely there will be ---

LIZZIE

Hey!

Goat and Weasel are flabberghasted.

GOAT

(delight) Lizzie! Lizzie Lizzie Lizzie! I was so worried! Oh!

(MORE)

GOAT (CONT'D)

I'm so sorry - so so so sorry we
ever let you go after that Wyvern!

WEASEL

Yeah, me too (coughs) Not. You are
still walking on two feet which I
find impressive. And (struck with
awe) is that an enchanted staff?
With a heartstone gem?

LIZZIE

Hi! Yes and Yes. And this, Mister
Garrett the Weasel, is yours.

Lizie upturns the bag of handiness and the wyvern shell
spills out.

WEASEL

The w-w-w-w-w--ww-yvern shell.

LIZZIE

It's a little wet, I'm sorry about
that, it went for a ride with me
through an underground river and
nearly pulled me to the ground when
a water elemental was playing with
me, but luckily thanks to the
dodginess spell I floated to the
surface.

WEASEL

I uh... Well I uh... I... I don't
know what to say.

GOAT

How about thank you, to start?

WEASEL

Th, tha, th, hrrmmff...
Nrrr,...raarr...nnnn.... You you
see. The only *trouble* with this
whole thing is that the deal with
the wyvern egg pertained to the
CONTENTS of the egg. As for the
shell? It's a solid "Meh."

GOAT

Garrett!

WEASEL

Look I'm only trying to be honest.
This was a quest to seek my
fortune, not collect odd bits of
scientific curiosity.

GOAT

Harumpf!

WHACK! Goat smacks Weasel, hard.

WEASEL

Ow! What'd you do that for?!

GOAT

Say your thanks to Lady Lizzie,
youngest in the line of Greenway --
and our only hope of stopping the
foul warlock!

WEASEL

Warlock. Who said we were going to
stop the warlock?

LIZZIE

It's okay.

GOAT

Hm?

LIZZIE

Weasel, you can go now.

WEASEL

(hurt) Get, What, Where?

LIZZIE

You saved us, we appreciate that,
and then you asked for repayment,
which you've received.

WEASEL

Yeah, b- b-b -but, um, hmmm --

GOAT

She's right, Garrett, according to
the codes of magic, we've met our
end of the bargain.

WEASEL

B-b-b-b-but I thought we were pals!
Buds!

LIZZIE

"Pals" don't try to send their
friends to their deaths!

WEASEL

Death?! Who got killed? NO ONE!
That's who!

LIZZIE

Only because I got really lucky!

WEASEL

So what are you trying to say, you and this... this... GOAT are going to travel to the world tree on your own? Across the back of the sleeping giant and all the way through the enchanted wood?

LIZZIE

Yes. That's exactly what I'm saying.

Weasel is deeply hurt, but does their best to conceal their true feels.

WEASEL

You... You... You should go then! Get out of here! You don't need me? (snorts) Well I don't need you either. Tah-Tah! Good luck with your next cockatrice!

GROWNUP LIZZIE (V.O.)

And then, with a flourish -- for who would the Weasel be without a flourish- they were gone. And it was Lizzie and the goat again.

LIZZIE

Do I do the right thing?

GOAT

It's rare that a thing is clearly right, or not, Lizzie. But was taking Garrett down a few notches worth doing? (snickers) Probably.

LIZZIE

So, uh... what's this about the a sleeping giant?

GOAT

Oh, nothing to worry about. A giant feel asleep a few hundred years ago and he conveniently bridges this side of the river of dreams with the other. It's the most practical way to reach the Enchanted Wood.

LIZZIE

But what if he wakes up?

GOAT

Why ARE you such a pessimist,
Lizzie?

MUSIC - Transition

32

INT. CARLOW'S COURT

32

GROWNUP LIZZIE (V.O.)

While Lizzie and Kyle prepared for the next leg of their journey, it was just another morning in the Court of Carlow, seat of the Goblin King, epicenter of the brainworm infection. On this day, a line of supplicants from all across the goblin kingdom, desperate for relief from their terrible conditions, threw themselves before Carlow, hoping for kindness, and finding only cruelty.

MUSIC - Sinister

CARLOW

(snorts) Take him away. Next!

A goblin SUPPLICANT howls as they are hauled off for execution. Another SUPPLICANT staggers forward, falls to their knees and beseeches Carlow's mercy.

SUPPLICANT

Great Carlow, our village in the lower plains has had no water for ten years now, there is no food for the goblin people anymore and ...

CARLOW

Boring, boring, boring! Get to the point!

SUPPLICANT

(losing train of thought) We, Carlow. Great King. We beseech thee

--

CARLOW

I Beseech *YOU*! To pay your fair share of duties to the Goblin Empire. Your lowly tribe of herders has given NOTHING. NOTHING To the kingdom this year!

SUPPLICANT

We have nothing to give, your
greatness, our people starve...
Please, show your greatness by
giving mercy.

CARLOW

MERCY! He says! (laughs) Mercy is
that I shall have the Imperial
Guard take only one of your hands
in lieu of your tribe's payments
this year.

SUPPLICANT

What. ? No, Great King!

CARLOW

Keep talking and I'll take them
both. Guards! Away with this fool!
(cackles) Mercy... Mercy he says...
Mercy is for the WEAK!

Guards come and take Supplicant away, crying:

SUPPLICANT

We starve! We starve while you
dance on that throne! You're a
human! You were never meant to be
there!

CARLOW

(growls) On second thought, kill
him! Somewhere away from here, we
shan't have any blood staining the
royal court.

GOBLIN WARRIOR

Yes, Great Carlow!

SUPPLICANT

You'll never -- never!!!

Goblin guard smacks supplicant

GOBLIN WARRIOR

(growls) Quiet, you!

METAL SHIMMER of blade being pulled

GOBLIN WARRIOR (CONT'D)

(as rote) For the Great Goblin
Kingdom!

GOBLINS
 (Crowd) FOR THE GREAT GOBLIN
 KINGDOM!

Chop! Supplicant screams as they are beheaded!

CARLOW
 (sitting down on the throne) Well
 that was tiresome. Next!

The WORGs, unsuccessful from their exploits chasing
 Lizzie/Goat, present to Carlow.

CARLOW (CONT'D)
 (raises eyes) Ah, the worgs. I
 trust you have good news.

WORGs
 (growl, mutter amongst themselves)
 who's talking to him -- I'm not --
 you do it --

CARLOW
 Cat got your tongue?!

Lead worg, from earlier, steps forth

WORG
 Great Carlow. We found the girl and
 her goat, right at the place where
 your name had been invoked.

CARLOW
 And you are here to tell me that
 they sit unpleasantly in the
 dungeons, deprived of food and
 awaiting their inevitable fates?

WORG
 (grimaces) We were stopped.

CARLOW
 You. Were. STOPPED?!

WORG
 Widdershins the Troll confronted us
 --

CARLOW
 BY A TROLL?!

WORG
 It was outside our territory --

CARLOW
TERRITORY!

WORG
Lord --

CARLOW
SILENCE!

Carlow steps from the chair, theatrically displays outrage.

CARLOW (CONT'D)
Territory, you say? The destiny of the Goblin folk is to take ALL of Fae. From the border of the Sea of Dreams to the Unicorn Islands (extirpated though they are of unicorns) to the Distant Reach of the Dismal Swamp to the Soldier Forest and - Most. Of. All. The World Tree and every leaf and branch in the enchanted forest. It is OURS. OUR DESTINY. And you balk when a TROLL speaks of TERRITORY?!

WORG
We abide by the rules of Fae, which have provided peace for thousands of --

CARLOW
You speak of peace?! You know what I hear? I hear weakness. I hear compromise. I hear. Dare I say... *Slavery*. You have let the righteous Faeries dictate what your lands are. What your fate is. And never questioned them. Never said. What is MY rightful place. Where is MY share of all the goods of Fae? No longer! Not with Carlow as your King!

WORG
Yes, Lord Carlow. I understand.

CARLOW
NO! I do not ask for your understanding! I ask for your warrior spirit. No one gave you these things, instead, you must take them. WORGS!

WORGS
(as a whole) Yes, Lord Carlow!

CARLOW
Will you take what is rightfully
yours?!

WORGS
Yes, Lord Carlow!

CARLOW
Good. Because time is wasting. You
let this child slip away from your
fingers. Which means she is closer
to reaching the Enchanted Wood and
closer to sanctuary with the Fae
Queen. This cannot be.

WORG
But we don't know where she is,
Lord Carlow. She escaped...

CARLOW
Do you question my magick?

WORG
No, but --

CARLOW
Good. Because finding her location
is a simple thing. A parlor trick.
You must only find someone who is
psychically tied to the girl, and
will reveal their mind to us. And I
know of just the one.

Carlow invokes magic (technically using the unicorn horn
though we won't really experience this aurally) - He speaks
in a soothing, hypnotic tone:

CARLOW (CONT'D)
Sister? Dear Sister? It's your
bosom brother. I have a favor to
ask of you.

MUSIC - Dramatic peak

33

EXT. CLIFFS OF SLEEPING GIANT, FAE

33

Music - Transitions to more calm interlude

A low, moaning wind meanders across the sweeping bluffs.

GROWNUP LIZZIE (V.O.)

Lizzie and Kyle trek down from the wyvern mountains and to the bluffs flanking the sea of dreams, a puffy, cloud-like set of cliffs that leads onto a narrow bridge, which looks almost exactly like it could be the back-bones of a sleeping giant. Which, of course, is exactly what it is.

LIZZIE

So, about this giant waking up --

GOAT

Look, he fell asleep after a VERY long debate with the local dryad who had grown tired with the lack of a trade route with the gnomes of Wyrd Mountain. The enchantment is incredibly strong.

LIZZIE

Why should I believe that? Everything that can go wrong for us, does.

GOAT

Honestly, this has been pretty much an ordinary couple of days in Fae. Now, just stay quiet and let me mind my footing.

GROWNUP LIZZIE (V.O.)

Lizzie's reminded of a trip she took with her mom took me to Rhode Island, a place where they could climb up and see the ocean. The cliffs she's on now are sort of like that, and yet not like it at all, at the same time.

The water, to start, isn't blue. It's more... The color of your wildest dreams. You can see beneath it, just the glimmering tips of a mermaid's tale or -- is it the edge of a sea serpent turning over -- and then it's gone, and a different color is washing over it.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

The sky, here, is like an upside down sunset, the tapestry of colors of the ocean bleed into the sky and dance outward, into shimmering stars that, unlike the ones in our world, actually come to life, and dance together up there.

The meeting of the ocean and sky is so entrancing that Lizzie feels she could float away with it, until she realizes that it is, in fact, the wind itself speaking to her.

WIND ELEMENTAL

Heeeeelllllllllllllooooooo

LIZZIE

(startled) Uh,wh-Hi Hello?

GOAT

Oh, hey! Greetings, Wind. (aside) It means us no harm, Lizzie. It's being, well, windlike. They're friendly.

WIND ELEMENTAL

Been a long time since I saw a unicorn up here.

GOAT

You know what I am?

WIND ELEMENTAL

You don't need a horn to be a unicorn. You always are. (giggles) And a human child! I love children! They just seem to float away sometimes! Would you like to fly with me, little girl?

LIZZIE

(ponders) I, uh, well, mayb--

GOAT

Sorry we are in a terrific hurry right now, dear wind. We must get this child to the Queen of Faerie and we've had a number of ne'er do wells on our tail.

WIND ELEMENTAL

(disappointed) Very well. On with you now! Toodles!

The wind elemental flies away.

GROWNUP LIZZIE (V.O.)

The wind elemental flies onward,
and for a moment Lizzie is a bit
sad, as she imagines the adventures
she could have had dancing through
the clouds with the wind, flying so
high maybe to try and even catch a
star. Now, it's back to the matter
at hand. Lizzie and Kyle stand
facing the narrow bridge across the
spine of the sleeping giant's back.

GOAT

How does Garrett's song go? One
foot in front of the other!

GROWNUP LIZZIE (V.O.)

And then they're off. Past the
point of no return. But little did
Lizzie know there was another drama
happening, back in her own world.

34 INT. HOSPITAL, OUR WORLD, CONTINUOUS

34

MUSIC - Transitions from land of Fae to real world

GROWNUP LIZZIE (V.O.)

As Kyle the Goat told Lizzie, time
moves differently in the Land of
Fae. Lizzie has experienced two
full days already in Fae, where
hardly an hour has passed in her
world.

FX - Ambulance sirens ring, open up the doors, medics start
unloading grandma and moving her into the hospital

MEDIC

Clear through we have Mrs. Greenway
here.

MEDIC 2

[Medical Jargon] Pulse holding
steady...

NURSE CARLY

We have a room set up for her
already in urgent care, Dr. Bronson
is on standby.

CHERIE

What's going on. Mom?!

NURSE CARLY

Please, you'll have to wait out here.

CHERIE

Wait -- What?! That's my mother!

NURSE CARLY

Please, the Doctor will be with her shortly, no visitors yet.

GROWNUP LIZZIE (V.O.)

Lizzie's mom, Cherie, sat in terrible loneliness in the hospital, waiting to hear anything about her own mother, Norah. It's a terrible thing, this waiting, but at last the Doctor comes out to greet her. The look on the Doctor's face says it all.

CHERIE

No, don't tell me --

DOCTOR BRONSON

She's alive. Just. She's in a coma.

CHERIE

How long --

DOCTOR BRONSON

We don't know.

CHERIE

Can I see her?

DOCTOR BRONSON

Not yet.

GROWNUP LIZZIE (V.O.)

The loneliness gets worse. Now, everyone knows how it feels to get sick in the body. When your body gets hot, or you hurt yourself, or food makes you feel bad, you get to lay in bed. People take care of you. But Cherie, has rarely gotten sick in the body, but she suffers from a different kind of sickness. The loneliness.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

The great sense that something is missing, and she is to blame. It is a powerful sickness, and it makes her cling to tightly to her own daughter, and makes her say things she doesn't really mean to her mother. Cherie digs her cell phone out of her purse. All she has to do is pull up speed dial, and click the contact labeled: "Mom." The rotary phone in the old farmhouse starts ringing.

Ring. Ring. Ring.

CHERIE

(under breath) Come on, come on come on come ON!

GROWNUP LIZZIE

It's only five or six phone rings, but this time is the loneliest time Cherie has ever felt. Her mom is hurt, maybe dying, and now her Lizzie isn't answering the phone. Why isn't Lizzie answering the phone? Finally.

Flashback to scene in Episode 1, where Debbie is chasing Lizzie around. Except now it's mom's POV not Lizzie's.

LIZZIE

Mom?

CHERIE

What took you so long Lizzie you nearly gave me a heart attack --

LIZZIE

I was out in the barn, mom, with Aunt Debbie, looking for your goat.

CHERIE

My (confused) Goat? What goat? Lizzie what are you --

LIZZIE

Nevermind! How is grandma?!

CHERIE

(freezes) Not good.

LIZZIE

Is. She...?

Lizzie can't bring herself to say it.

CHERIE

She's alive, Lizzie. She's asleep. She's in a deep sleep, she's not talking. They don't know how long she'll be asleep like this. It's probably... You should get over here. Can you have your Aunt Debbie drive you?

At this point, we hear the THUMP THUMP THUMP off Aunt Debbie charging through the hallway toward them.

LIZZIE

(scared) No! Sorry. Mom. I gotta go.

CHERIE

You gotta, what?! Lizzie --

Lizzie slams down the phone.

GROWNUP LIZZIE (V.O.)

Loneliness is an ocean and Lizzie's mom feels like she's drowning. She sits, alone, in the waiting room of the hospital in a home town she never wanted to return to for a very long time. So no wonder, that when someone appears into this sea of loneliness, it feels like a life raft...

Debbie rushes into the hospital, slamming the door as she goes.

DEBBIE

Oh, Cherie, thank goodness. We need to talk about Lizzie.

GROWNUP LIZZIE (V.O.)

...Even if that person is Aunt Debbie.

MUSIC - Shimmer

35

INT. HOSPITAL, OUR WORLD, CONTINUOUS

35

CHERIE

Lizzie. What's wrong with Lizzie?!

DEBBIE

I tried... Tried to stop her, but something got into her. She knocked me over, ran outside and out into the woods.

CHERIE

No. She didn't... No no no no no --

DEBBIE

Here. Take my keys.

CHERIE

(confused) What?

DEBBIE

Take my car. Go find her.

CHERIE

Oh. Yes. Thank. Thank you so much Aunt Debbie.

DEBBIE

Any time, Cherie. We're family.

GROWNUP LIZZIE (V.O.)

Cherie takes the keys and dashes from the room. The ocean of loneliness has turned into a hurricane of fear. When you're as deep in the ocean as she is, you don't see things which should be obvious around you. You don't ask, "Why didn't Debbie just call the hospital from the farmhouse phone?" "How, in fact, did a grown woman let a ten-year old girl escape her?" "And why would Debbie stay at the hospital, rather than going back to the farmhouse to look for Lizzie?" None of these questions are asked, so only Debbie knows the answers, as she walks from the hospital waiting room into the intensive care unit.

NURSE CARLY

Excuse me, ma'am? You're not supposed to be here.

DEBBIE

I'm just here to see my cousin.

NURSE CARLY

(confused) You're visiting Mrs. Greenway, did the Doctor say it's okay?

DEBBIE

Of course. (grinning) We're family.

36

EXT. THE FOREST, OUR WORLD, MOMEN

36

MUSIC - Desperate

Sound design follows the narration, Cherie careening down the road, SCREECHING around corners, pulling in wildly into a driveway, spinning wheels sending gravel flying, car controls being slammed into park. Door flies open.

GROWNUP LIZZIE (V.O.)

Lizzie's mom rushes back to the family farmhouse. She hasn't been in this town since she left for college but she remembers all the roads, and drives down them at speeds far too fast to be safe. She almost forgets to put the car in park as she peels into the driveway and barrels out of the car.

Cherie starts running across the grass. We hear her breathing, heavy, and the pounding of her feet through the thick grass.

CHERIE

LIZZIE! LIZZIE!

She leaps a cattle fence, which knicks her

CHERIE (CONT'D)

(wincing) Aw, stupid fence --

And then charges onto the forest floor and starts running deeper into the forest.

CHERIE (CONT'D)

(slightly winded) LIZZIE! LIZZIE!
(lowered) Who are you kidding...
You know right where to go... The old wellspring. Where everything happened.

37

EXT. APPROACHING THE WELLSPRING, NIGHT

37

GROWNUP LIZZIE (V.O.)

Cherie used to tell Lizzie that the memories of what happened at the farmhouse when she was a girl, she kept 'locked in a box.' That night, thirty years to the day after those events, she's feeling that the locked box has started to come open. And she's scared of what will come out.

We return to the intense THUCK THUCK THUCK of Cherie's footsteps intensely pounding through the forest soundscape. It's night, and the nighttime woods sounds take on a haunted, spooky quality.

She slows down running, panting, takes in where she has arrived.

CHERIE

(winded) The wellspring. Lit by the full moon. Just like it was that night. (walks a bit further)
Lizzie! LIZZIE! LIZZIE!

GROWNUP LIZZIE (V.O.)

Lizzie's mom starts climbing down into the spring, a dangerous thing to do in the dark. But, just like she knew all of the backroads from the farmhouse to the hospital, and back again, she knows the footholds in the rock, can find them either from memory, or from the infinite times she's climbed them in her dreams.

Crunch, crunch, as Cherie climbs down the wellspring, then lands on the bottom.

CHERIE

LIZZIE!!!

Cherie's cry echoes throughout the wellspring, to no avail.

CHERIE (CONT'D)

This is crazy, but... I have to try...

GROWNUP LIZZIE (V.O.)

The grownup part of Cherie knows that she is standing in the bottom of an empty spring, and that the only thing around her are solid rock walls. But in her child mind, the part she has kept closed up all these years, there is a glimmering, an inkling, of something else. Cherie reaches into her purse and takes out her cell phone. She pulls up speed dial again, but this time she doesn't choose MOM. She chooses, Lizzie.

FX - *internal phone ring, ring, ring!*

GROWNUP LIZZIE (V.O.)

It shouldn't work. But it does.

LIZZIE

(confused) Mom?

CHERIE

(hopeful) Lizzie? Where are you?

LIZZIE

Uh. Well, that's a little hard to explain, mom.

38

EXT. CLIFFS OF SLEEPING GIANTS, FAE

38

GROWNUP LIZZIE (V.O.)

It's hard to explain because Lizzie and Kyle are standing on the spine of the sleeping giant bridge, halfway between the bluffs that flank the river of dreams. The friendly wind elemental continues to dance alongside them, hoping they'll want to play.

The bored wind elemental is flying around, dancing in circles, ala doing stunts with a kite.

WIND ELEMENTAL

Wwwheeeeeeeee!!! Heeeeeeeeeeeee!!!

Yaaaahooooo!!

GOAT

(tense) Lizzie, Lizzie what are you doing?!

LIZZIE
I'm talking to my mom.

GOAT
You're. What. How?!

LIZZIE
On my cell phone.

GOAT
But it - No. That's impossible.

LIZZIE
Apparently not.

CHERIE
(over phone) Lizzie. Where are you?
You have to come back, right now.

LIZZIE
That's not going to be easy, mom.

CHERIE
I'm serious, Lizzie --

LIZZIE
And I'm serious too, mom --

The argument starts to wake the sleeping giant. As the argument continues, the "Bridge" starts to rumble.

GOAT
(hissed) Lizzie! Keep your voice
down!

CHERIE
I can't take this from you, Lizzie,
I don't have many rules but this
one is real and I mean it. Come.
Back. Now.

LIZZIE
I can't mom! You don't understand!

CHERIE
Stop talking back to me!

LIZZIE
I'm not talking back! I'm trying to
explain!

GOAT
Lizzie! I'm serious.

CHERIE

Who's that with you?! Is that a boy?!

LIZZIE

No, mom! It's a goat. YOUR Goat. Your goat who you pretended didn't even exist!

CHERIE

You grandmother is hurt, Lizzie, we need to go to the hospital right now, something could happen. Come. Back. Right. NOW!

The ground starts rumbling out of control. As the GIANT yawns, and stretches, it is like an earthquake.

GIANT

(Yawwwwwwnnnning)

GOAT

Gotta go - Double-time!

LIZZIE

Bye, mom!

GROWNUP LIZZIE (V.O.)

Kyle starts running, and Lizzie holds onto his fur for dear life. She doesn't need to ask Kyle what's happening, because what's happening is obvious.

LIZZIE

The giant is waking up!

MUSIC - Intense

END PART FOUR

BEGIN PART FIVE

39

INT. CARLOW'S COURT

39

GROWNUP LIZZIE (V.O.)

Carlow had told his goblin court that it was a simple matter, to have Lizzie's location revealed. And now, with his court all around, he shows them the greatness of his power. Though, for anyone with an understanding of family it was no show of power at all. A mother's love for her daughter is one of the most powerful forces in the universe, it pulls with a strength like the river running to the sea. All Carlow has done, is steal that power to meet his own evil ends.

CARLOW

(to his audience) Gaze into the looking pool. See the mother.

The crowd murmurs, agrees. They see a bit of the previous scene.

CHERIE

LIZZIE!!!

Cherie's cry echoes throughout the wellspring, to no avail.

CHERIE (CONT'D)

This is crazy, but... I have to try...

Cherie takes out her cellphone, calls Lizzie's cell. The conversation continues per previous scene, but from Cherie's POV.

LIZZIE

(confused) Mom?

CHERIE

(hopeful) Lizzie? Where are you?

LIZZIE

Uh. Well, that's a little hard to explain, mom.

40

EXT. CLIFFS OF SLEEPING GIANTS, FAE

40

CARLOW

(growls) There! There! She's connected, don't you see!

GOBLIN WIZARD

You are a great warlock, Carlow.

CARLOW

Never doubt it.

Scene continues, now the POV switches to Lizzie

CHERIE

Stop talking back to me!

LIZZIE

I'm not talking back! I'm trying to explain!

GOAT

Lizzie! I'm serious.

CHERIE

Who's that with you?! Is that a boy?!

LIZZIE

No, mom! It's a goat. YOUR Goat. Your goat who you pretended didn't even exist!

CHERIE

You grandmother is hurt, Lizzie, we need to go to the hospital right now, something could happen. Come. Back. Right. NOW!

Back to Carlow.

CARLOW

The bridge of the sleeping giant. They're almost the edge of the enchanted forest! (raises voice) Worgs! Hurry! You must overtake them! The Roc will bring you.

WORGs

(howl) Yes, Lord Carlow!!! We will not fail you again. Come, wolf brothers!

Worgs howl in celebration.

41 EXT. CLIFFS OF SLEEPING GIANTS, FAE

41

MUSIC - Intense

GROWNUP LIZZIE (V.O.)

Lizzie and Kyle rush, rush, rush across the spine of the not-so-sleeping giant. What used to be a bridge is starting to resemble a cliff's edge, rising, getting steeper and steeper... Lizzie struggles to hold on, her fingers start to slip from Kyle's fur, and just when they think they've made it to the far edge, the giant stands tall!

GIANT

(yaaawwwwnnnn!!!)

GOAT / LIZZIE

AAAAaahhhh!!!!

GROWNUP LIZZIE (V.O.)

Lizzie thinks that this is the end. After all she's been through, now is the moment they go plummeting from the giant's back, into the world below. Will they instantaneously splatter when they hit the river below them? She knows that when cats fall from super tall buildings that they can survive. But she also knows that water might seem safe but actually be as hard as a concrete floor. So she's not sure what will happen. Luckily, she doesn't need to test any of her theories.

WIND ELEMENTAL

You DO want to fly with me! Oh goodie!

LIZZIE (V.O.)

It's the wind elemental! The wind wraps Lizzie and Kyle up like a blanket and dances with them across the gap, dropping them softly onto the far end of the bluffs.

LIZZIE / GOAT

Oooofff!

GOAT
(breathless) Thank you, Wind!

WIND ELEMENTAL
Come play again sometime!!!

GROWNUP LIZZIE (V.O.)
And with that, the wind is off,
flittering away to dance with
someone else. Lizzie and Kyle
breathe a sigh of relief -- but
they're not out of the woods yet.

Giant stands up, groans, stretches.

GIANT
Whooooo dare wakes my
sluuumbeeerrrr!

Goat makes as to sneak off...

GOAT
Quietly... Quietly...

GIANT
Not so fast!

GROWNUP LIZZIE (V.O.)
The giant cups his hand and slams
it down around Kyle and Lizzie!
They're trapped. Trapped from
escaping, and trapped looking at
his gigantic ugly mug.

GIANT
(pondering) What to do with you...
What to do... Eat you, I suppose.

GROWNUP LIZZIE (V.O.)
The giant lifts them, ready to
chow!!

WEASEL
(raises voice) Now why eat them
when you can have me?

GOAT / LIZZIE / GIANT
Huhnh?

Weasel reappears, as haughty as ever.

WEASEL

I mean, (nervous laughter) you've got a human girl there who is really just skin and bones, and that goat? Pahh... I know for a fact he's over five hundred years old. He'll break your teeth!

GIANT

(growls) And why should I eat you instead?

WEASEL

I mean, look at me! I'm handsome! I'm young! I'm supple! What kind of self-respecting giant would eat an old goat when you can have a young weasel?

GIANT

(considering) My mother once had a saying... A goat and a girl in the hand beats a weasel in the bush... Nope. I'll pass.

Giant lunges toward Goat and Lizzie, as to eat them.

GOAT / LIZZIE

Aiiiiii!

WEASEL

But! Bbbbbbbuuttt!!! What did your mother say about Weasels who could play the fiddle?

GIANT

(raised eyebrow) Fiddle?

Weasel produces a fiddle, comes up with a little ditty.

FIDDLE MUSIC

WEASEL

There once was a great sleeping
giant - hiddly, hiddlyai hay

He was a mighty, handsome giant -
hiddly hiddlyai hay

Wake up now, you ol' giant - hiddly
ya

Start dancing now, you ol' giant -
hiddly, hiddly yai

GROWNUP LIZZIE (V.O.)

As Garrett starts fiddling, the Giant first stares at him... Perhaps contemplating whether to eat him, after all. But then, as the song continues, the strangest thing happens... The giant starts dancing!

WEASEL

Hiddly ho you go dancing! Hi-ho
Around this valley you go prancing -
hi ho hiddly-yai-yay

(lowered) Now, quick!

GROWNUP LIZZIE (V.O.)

Garrett waves to Lizzie and Kyle as the Giant's hands go in the air. With the Giant distracted, they go for it!

GOAT

Now!!!

WEASEL

Giant's bridge is our landing - hi
ho
Nothing like this we're planning -
hi ho hiddly yai yay!

(putting down fiddle) Well! I hope
you enjoyed the entertainment. No
need to tip. Sayonara!

GIANT

Hi ho hiddly yai... What?! Back
here?! BACK HERE! Bacck
heerrrreee!

Giant's cries echoes as the party charges off into the boundaries of the enchanted wood.

GROWNUP LIZZIE (V.O.)

The giant's angry cries follow the three adventurers but soon die out -
- the giant being much too large to climb up onto the bluff and follow them. Once again, the companions think they're safe.

42

EXT. BORDER OF THE ENCHANTED WOOD, FAE

42

The group rushes into the edge of the enchanted wood. Now the land is all a'twitter with birds chirping, etc.

GOAT

(winded) Thank you, thank you
Weasel, that was very clever.

WEASEL

Pffft! You think I did that for
you? (chuckles) Look at all the
gold that fell out of his pockets!

GROWNUP LIZZIE (V.O.)

Sure enough, Garrett's rucksack is
stuffed full of golden coins,
rings, and other gemstones which
fell out while the giant was
dancing.

WEASEL

I guess this is where we say
goodbye again. Since YOU don't need
ME --

LIZZIE

Weasel -- I'm sorry.

WEASEL

(raises eyebrows) Pardon? Sorry,
let me check my ears. What did you
say?

LIZZIE

I'm sorry I told you to go away.
You are a helpful member of our
group. We would like to travel with
you again, if you're willing.

GROWNUP LIZZIE (V.O.)

Garrett pauses, and for a moment,
Lizzie thinks they'll still part
ways, but then --

WEASEL

It's a deal! You two clearly need
some protection, and I've yet to
receive enough of a fortune that I
feel respectable bringing it back
to mother.

GOAT

(blinks) Your mother?

WEASEL

(breezed through quickly) Oh yes, my dear mum, love to her death. (returns to normal pace) Now! Back to the matter at hand - How exactly did you manage to wake the Great Sleeping Giant of Kraak to begin with?

LIZZIE

It's kind of hard to explain. It involves this thing called a cell phone.

WEASEL

A cell. What? You were imprisoned?

GOAT

It's a tool from her world. It allows you to communicate across great distances.

WEASEL

Oh, like a divining pool.

GOAT

A divining pool you can put in your pocket.

WEASEL

Oh, well how fancy. So how did this "Cell phone" wake the sleeping giant?

LIZZIE

My mom called me. We got in a fight.

WEASEL

Your mum? ...What? I thought grown humans weren't permitted into faerie to begin with. Magic rules.

LIZZIE

I don't understand either. I mean, my phone hardly even gets reception in my world.

GOAT

It's possible that... (stops, dawns on him what's going on) Oh dear.

WEASEL

Yes?

GOAT

Say. Perhaps. Ah. Hm. In their world it's the night of the Summer Solstice, and a powerful one at that, 30 years to the day since Lizzie's mom called me to their world where I was attacked by the warlock.

WEASEL

Sounds um... Yes I think there are words for this. "Ill Omened"? "Inauspicious?" "Inopportune" or how about just. A bad night to be traipsing about?

GOAT

The cell phone is a piece of metal and glass, nothing magical about it at all, except, it seems like it kinda got used like an amplifier. As if Lizzie's mom went somewhere where there was an incredibly powerful magical signal. Like... ah... Lizzie. Do you get a glimpse of your mom in your mind when you talked to her on the phone?

LIZZIE

I. Um. Maybe?

GOAT

Please, concentrate, it's important.

LIZZIE

(ponders) Maybe. I think... She might have been at the bottom of something. A well?

GOAT

(trying not to freak out) Oh no. That's what I thought.

WEASEL

(uneasy) What are you getting at, Kylindrial?

FX - Howl of the ROC, the great winged beast.

WEASEL (CONT'D)

As I work through my mental sonic bestiary of the Creatures of Fae, that call identifies as the -- let's see

Weasel attempts a few different bird monster calls

WEASEL (CONT'D)

(Squeeakkk!) No, that wasn't it, was it? That's Hippogriff.

How about ...

(Squeeeakkk!!) Hmmm no match. Lucky, too, that's Manticore.

Maybe...

Weasel and creature both howl

(SHRIEEKKS!!!) Bingo! It's the ROC, a massive bird of prey that calls the northwest badlands its home. Unlike the cockatrice it is NOT a prey species of the weasel, nor like the Wyvern is it known to maintain a home range nearby a warm blooded mountain. Furthermore, the Roc have been companion species with the goblin, used for transport of various goblin allies...

FX - Howl of the WORGs.

WEASEL (CONT'D)

... Such as worgs.

GOAT

Carlow used your cell phone like a GPS unit, Lizzie. Once you connected with your mother, all he needed to do was look into his divining pool, and pow.

WEASEL

Perhaps my fortune is as big as it needs to be, after all.

GOAT

We've got to get to the World-Tree. Now!

MUSIC - Urgent action, up, over, out.

43

EXT. QUARRY, OUR WORLD, MOMENTS AFTER THE CELLPHONE SCENE 43

GROWNUP LIZZIE (V.O.)

As Lizzie and her friends started running, again, Carlow was still up to nonsense. Setting his worgs on Lizzie wasn't good enough: He also wanted to get her mom.

CHERIE

(stunned) Lizzie! Lizzie! How dare you hang up on me?!

Cherie starts fighting with the cell phone.

CHERIE (CONT'D)

Come on. Stop being stupid. What do you mean no service. You were working a second ago!

CARLOW

Now, now, Cherie. What worries you so?

Cherie stops cold.

CHERIE

Y-y-y-y-you.

CARLOW

(big smile) Me. How you've grown, niece.

CHERIE

Stay away. Stay away from *me*, stay away from *her*.

CARLOW

Too late.

CHERIE

What. No. You couldn't.

CARLOW

I did. Would you ever like to see your little girl again?

CHERIE

Don't you dare hurt her.

CARLOW

Or what?

CHERIE
 (glowers at Carlow, but says
 nothing)

CARLOW
 That's what I thought. Now, come
 along.

CHERIE
 What?

CARLOW
 This way. Into the quarry. Into my
 world. (raises eyebrow) Why else do
 you think I brought you here?

CHERIE
 You. Brought. What? (beat) I'm
 losing my mind, losing my mind --

CARLOW
 You're not losing anything other
 than your one and only daughter
 unless you walk with me into the
 doorway. NOW.

CHERIE
 You monster.

CARLOW
 I'll take that as a compliment.
 Now. Shall we?

CHERIE
 Okay.

A magical whiiiiirrrrrrrrr raises up, then FWOOSH! Cherie is
 transported to Goblin Land!

44 EXT. FAERIE FOREST, FAE

44

MUSIC - Dramatic, rises back up.

GROWNUP LIZZIE (V.O.)
 The second Lizzie's mom steps
 through the portal, the sky in
 Faerie where Lizzie, Kyle and
 Garrett stand explodes into
 technicolors. Like fireworks on the
 fourth of July, but swirling, in
 dizzying, twirling motion!

The cry of the angry ROC.

WEASEL

There's a family story from my
cousin-in-law-thrice-removed Chesla
about a time the sky turned this
color. The happenings were not
good!

GOAT

It's not far now! We'll be safe as
soon as we enter the enchanted
wood! Hurry!

GROWNUP LIZZIE (V.O.)

It's a familiar routine now, Lizzie
grabs onto Kyle's fur with all
she's got, hoping against hope they
don't get devoured. But the terror
only lasts a minute, they run past
a ring of trees and into the edge
of the forest. Lizzie expects the
feeling to change, but it doesn't.

WEASEL

That should do it, shouldn't it,
Kylindrial?

GOAT

(not sure) It should... But...
Something's not right.

WEASEL

(glancing around) The lack of Fae
Guards, perhaps? Or the fact that
the sky is still a warring mess of
blood red and purples?

GROWNUP LIZZIE (V.O.)

Now Lizzie realizes that something
is different. Garrett's chipper
delivery hides something beneath,
something that disturbs Lizzie very
much.

LIZZIE

Kyle, we're safe now, right? Carlow
can't come into the enchanted wood,
right?

Worgs enter the forest. HOWL in delight.

GOAT

I'm sorry, dear, it seems I was
wrong.

WEASEL

(chuckles unhappily) Really quite a rookie error, Kylindrial. The rules of magic are very specific. Introducers can't come into the Forest to attack the *Fae* -- but perhaps that leaves a loophole.

GOAT

They can attack us!

WEASEL

Quite so.

WORG 1

Heeeeeelllooooo! Worg greeting service has come calling!

WORG 2

All your least convenient body parts, conveniently devoured, free of charge!

WORG 1

Come one, come all!

GROWNUP LIZZIE (V.O.)

The three companions look around in terror. The worgs are just out of sight, but their voices are closing in. They don't have long. Kyle looks towards the nearest tree.

GOAT

We'll never outrun them. They're too fast, and they'll surround us. We have to go up.

WEASEL

Why are you looking at me like that?

GOAT

I'm a unicorn. I can't climb a tree.

WEASEL

You can jump from limb to limb.

GOAT

If I get to a limb.

WEASEL

Ah. So what you're saying is ---

GOAT
Just give me a little lift.
Quickly!

WEASEL
Very well!

Weasel and Goat struggle, struggle --

GOAT
Errrrrrnnngggggg - yah!

Goat leaps up to a low branch.

GOAT (CONT'D)
Okay! Lizzie, next!

WEASEL
What? Her? Surely I --

GOAT
Shut up and help her!

WEASEL
(groans) Come on, up you go!

GROWNUP LIZZIE (V.O.)
Lizzie climbs onto the weasel's
arms for a boost, and as they hoist
her up, she can just about grab the
tree branch --

LIZZIE
Yaaaauugggg---

GROWNUP LIZZIE (V.O.)
She nearly fall, but, weasel pushes
more, and now, Lizzie's fingers go
for it, she grabs hold of a branch!

LIZZIE
Got it!

WEASEL
Okay, up up up up up!!

GROWNUP LIZZIE (V.O.)
Lizzie pulls herself up into the
tree, Garrett just behind her, and
they scurry as high as they can
get, Kyle jumping as fast as he can
go -- and it is quite a sight to
see a goat jumping through a tree --
and not a moment too late.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)
The worgs saunter along right
behind them.

GOAT
(urgent) Lizzie, you still have
that ring?

LIZZIE
Oh, yeah.

SHIMMER

GOAT
Stay close, I can pull its magic
over Garrett and I, too, like a
cloak.

WEASEL
(under breath) Perhaps weaving,
mother said, or embroidery, fine
trades, and far less dangerous than
your father's work...

The worgs dash into the nearby area.

WORG 1
Helllllooooo! Hello dear Lizzie!

WORG 2
Lizzie! Lizzie dearest! Come to
your bosom friends.

The worgs circle the area, knowing their quarry is close but
not exactly sure where.

GROWNUP LIZZIE (V.O.)
There are two massive worgs, nearly
the size of boulders, who Lizzie
can see too close for comfort on
the ground below. They stop, sniff
the air, know their quarry is
nearby. But not exactly sure where.

Worgs do a little red riding hood routine which they find
unbelievably funny.

WORG 1
Come now, I only want to show you
the great eyes I have!

WORG 2
The better to see you with!

WORG 1
And these great ears!

WORG 2
To hear your every move.

WORG 1
And this most handsome snout.

WORG 2
To smell you... (approaching) In
this tree.

WHUMP! The worg smacks against the tree.

LIZZIE
Aiii!!

GOAT / WEASEL
(lowered) Sssh.

WORG 2
Did you hear something, brother?

WORG 1
Indeed I did. That, or my gigantic
ears are acting up on me.

WORG 2
Mayhaps, whatever you heard, would
be interested in getting a good
view of those beautiful teeth of
yours?

WORG 1
Oh, yes, these. (smiling broad)
This exquisite set of gnashers
blesses this positively
outrageously large jaw, designed by
the gods of wolf-dom to rend flesh
of the largest beasts of Fae.

WORG 2
Mmmm... The Giant Ox of
Vildebrandt.

WORG 1
Quite.

WORG 2
And the Centaur Tauren.

WORG 1
Delicious, that one.

WORG 2

The Phoenix!

WORG 1

Terrible acid reflux.

WORG 2

Even the errant ogre or two.

WORG 1

Even the beasts of night must be taught their lesson.

WORG 2

So to think. One little goat. And one little girl... Maybe a weasel for good measure.

WORG 1

Short work, brother, short work. Shall we get to it?

WORG 2

Oh yes!

GROWNUP LIZZIE (V.O.)

The worgs lunge! They leap up the tree, smashing the limb the companions used to scale the tree with a massive forepaw! Then, another leap, and CRASH! The worg has stuck his mighty claws into the tree, and is climbing it, gnashing at with his teeth. Kyle and Garrett look at each other, terrified, but it's Lizzie who has her eyes closed, who thinks she may have a way out of this. She remembers the thing that worked in the heart cave.

CHERIE (V.O.)

Inhale. One. Exhale. Two.

GROWNUP LIZZIE (V.O.)

Lizzie finds her calm place. She remembers how calm is important to magic. How if she lets herself panick, the power of the dodginess ring will break. And when she gets there, she realizes she has all sorts of powers.

CHERIE (V.O.)

Three... Exhale. Now don't you feel better?

GROWNUP LIZZIE (V.O.)

Calm is an extraordinary power, in all worlds, and even more powerful in Fae, where one can use the calm to pluck magic from the enchanted land. Lizzie pictures in her mind's eye the furious, burning craziness in the sky above the Fae Forest, the flames that exploded out when Carlow captured her mom, and she pulls them out of the sky, balls them into her fist. She feels their magic through her whole being. Not the illuminance of the moon, this time, but the great, boiling, heat of the sun.

LIZZIE

Yeeeeouch!

GROWNUP LIZZIE (V.O.)

The heat in Lizzie's hands burns like nothing she's felt before. She spreads open her hands and the heat pours out, like a kettle turned upside down.

LIZZIE

Aaaiiiiiiiii!!!!

GROWNUP LIZZIE (V.O.)

And when she opens her eyes, she sees it take form. It's a fireball!

A roaring WHOOOMPPPPFFFFF as Lizzie casts a fireball spell, immolating the unsuspecting worgs.

WORGs

(Whining like the torched dogs they are) Aii! Aii! Aii! Aii!

They fall from the tree. BOOM! BOOM! And the tree itself is engulfed in flame.

WEASEL

Whoa! Remind me not to get on your bad side!

GOAT

Way to go Lizzie!

GROWNUP LIZZIE (V.O.)

But Lizzie's triumph is short-lived... The flames she's conjured shoot past the worgs, then boomerang right back at her, smashing into the tree, lighting it on fire!

GOAT

Up! Up! Up!

GROWNUP LIZZIE (V.O.)

The companions can't jump from the tree, because the worgs are still there, scorched but still ready to chomp.

So instead they go up, up, up, from precarious branch to precarious branch, even as the tree starts shifting, bending left, leaning right. Still they scale, nearing the top, hopeful they'll find perhaps another tree to jump to, before the fire completely engulfs everything. And then --

FAE ALTHEA

ENOUGH!!!!

A great swoosh of magical thunder, followed by intense magical rain.

GROWNUP LIZZIE (V.O.)

A thundercloud appears over their heads in an instant, and dumps a river of water upon our heads. The flames extinguish. And there, glowering at the three of us, floating over the great oak tree, is the most amazing thing Lizzie has yet seen in Fae...

LIZZIE

(in awe) A faerie.

GOAT

A very, angry faerie.

FAE CASSANDRA

Make that two faeries!

WEASEL

Angry faeries. The worst.

FAE CASSANDRA
They'll burn this whole place down,
mark my words, Althea.

FAE ALTHEA
Don't be such a Cassandra,
Cassandra. (sighs) But we do have
to get them to Melvina, don't we.

FAE CASSANDRA
Worgs, Althea! They brought worgs!

FAE ALTHEA
Shush, Cassandra. You two! There is
one rule in the enchanted wood, and
you both know it.

GOAT / WEASEL
(meekly) Yes Master Fae.

FAE ALTHEA
And as for you... (evaluating
Lizzie) We'll see what the Queen
has to say about this.

MUSIC - Dramatic up, over, out.

END PART FIVE

BEGIN PART SIX

45

EXT. APPROACHING THE WORLD TREE, FAE

45

GROWNUP LIZZIE (V.O.)

Lizzie has had so many funny, mixed-up emotions since she journeyed into Fae, that she almost forgets to notice that she has the strangest ones of them all, right now. Scared. Confused. Homesick. All of that. But, most of all, the feeling that comes over her: is, Amazed. She is seeing something that few, if any, human kids ever get to see: a real, honest-to-goodness faerie.

Now, in all the stories, faeries are made out to be a sort of wispy, stringy person, but that's not true at all.

Actually, the faerie Lizzies sees now is more like a magical insect... kind of a combination of a dragonfly -- with its shimmering lean body and inquisitive eyes -- and a butterfly -- with its spectacular rainbow colored wings, fluttering so fast they blur to the eye and leave a trail of sparkling dust -- and a lightning bug -- except instead of just their rump, its whole body shimmers with green light.

Lizzie and her mom live in New York City, in a place called Brooklyn, and sometimes Lizzie's mom will bring her all the way to her favorite place in the whole world, Central Park. Lizzie's favorite days are when they have no plans, and she and her mom plop down in the grass. Her mom will read a book, and Lizzie gets to just play in the grass and look around at the world. And Lizzie doesn't look at the whole big world, she likes to look at the little things in the world. Like grasshoppers.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

In Fact, right now, Lizzie is remembering a particular grasshopper, a green one, that hopped onto Lizzie's hand while she played with a dandelion. Lizzie stared at its eyes, the great huge compound eyes that allow the grasshopper to see in so-many-different directions, and Lizzie recalls wondering if the grasshopper was staring at her back.

So many questions filled Lizzie's mind at that moment. She wondered if the grasshopper was thinking.

Was it thinking:

What is this hand that I have landed in and what is this creature looking at me? What is this great gigantic world around me, so huge and loud and noisy and dirty but also beautiful and filled with things that can hurt me? What is the purpose that makes me hop, ceaselessly, day in and day out, eating and getting stronger and hoping one day to make more grasshoppers, for what is it all for?

Or maybe it was thinking none of those things. Maybe it was really, truly, present, just sharing a moment with Lizzie, not between a tiny thing who is vulnerable and gigantic thing who can crush it, but simply as two beings, two creatures staring at each other and sharing a moment on a lazy summer afternoon that might just stretch on forever.

And then, it hopped away.

All of these things flooded Lizzie's mind just then, as she ponders what it means to meet a Faerie and learn that so many things are true that you are just old enough to have thought your learned that they can't be true.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

And then the Faerie Althea speaks,
and the moment is gone.

Back to the moment. Buzzzzzzing as the faerie guard and entourage carry a trapped Lizzie to an audience with the Fae Queen.

FAE ALTHEA

Okay! Off with you lot! (whistles)

FAE CASSANDRA

(muttering) Trouble, disaster,
destruction, annihilation...

Fae chucks Lizzie, Weasel, Goat down to the ground at the base of the world tree.

Thumpf!

WEASEL

Great! Just great! Ten minutes in the enchanted wood and we get thrown around like a bunch of baggage mishandled by Griffin Air --

GOAT

Sorry, Weasel, I'll have to cast a mute spell on you --

Magical twinkle, MUTE weasel.

WEASEL

Yrnrnnnffff!! Nrrrft fairrrr
nrrfft fairrrr!!! Hwwoowww
ccuddlffff --

GOAT

It's not my preference, but we do need something to ensure you mind your tongue.

GROWNUP LIZZIE (V.O.)

While Weasel cries about, Lizzie has recovered enough from being chucked on the ground to finally notice where they are, and how amazing it is. The moment with the Faerie guards opened her brain up, and now it explodes a thousand times bigger.

LIZZIE

(lowered) Oh my gosh, Kyle, is this...

GOAT

Yes. This is the World Tree.

GROWNUP LIZZIE (V.O.)

(in awe) The World Tree. The seat of the Faerie Queen. The tree that connects Fae to our world, and, according to Kylindrial at least, to many other worlds... It is, to start, the largest tree Lizzie has ever seen. In fact, it's so large she can't see the whole tree in one look. She can't even see the whole edge of it if she looks all the way to the left, then all the way to the right. It's like going to the ocean, but instead of water, it's tree, as far as the eye can see.

The thing many people don't understand about trees, is that they don't really sit there doing nothing. Trees are full of life, with animals coming and going, other plants growing on them or near them, and the tree itself leaning with the wind or stretching to the sun. Even the smallest tree in the park is a whirlwind of activity, and this tree, this gigantic tree, is a million times busier than all that.

Faeries in the hundreds - the thousands maybe? - buzz around, going about their ways. There are doorways carved into the tree, little houses built here and there, nests for birds and squirrels, great ladders made of moss, and any number of fruits bearing heavy on the tree. Looking at it, it's like this tree is its own kind of New York City. A New York City of the forest.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)
 Then, more faerie guards flutter to
 the ground in front of the
 companions, laying down an open
 seed pod, large enough to fit
 Lizzie, the goat, and the weasel.
 And clearly this is the intention.
 Another Faerie arrives [looking
 fancier than others]

FAE ALTHEA
 (showing deference) Lady Melvina.

FAE LIEUTENANT
 (miffed) These are the intruders?

FAE ALTHEA
 They are!

FAE CASSANDRA
 We caught them (gasp) Burning a
 tree!

All the faeries GASP.

FAE ALTHEA
 (rushing to correct things) I put
 it out, no worries! There's no
 lasting damage.

The faeries brief a sight of RELIEF.

FAE CASSANDRA
 And worgs, they brought worgs!

The faeries all suddenly are SOCKED.

FAE ALTHEA
 Cassandra --

FAE LIEUTENANT
 Worgs?

FAE CASSANDRA
 Delivered by Roc Air!

More SHOCKED sounds.

FAE CASSANDRA (CONT'D)
 Is this true, Althea?

FAE ALTHEA
 Yes, Lady Melvina.

FAE LIEUTENANT

Then we must get them to the Queen, poste-haste. (looks to the companions) Okay! Follow me! Don't try anything funny!

GOAT

We never would, Lady Melvina.

FAE LIEUTENANT

Who are you to call me -- (finally takes a good look at the group) You're... you're a unicorn! (stunned) You're Kylindrial!

GOAT

My friends know me as Kyle. But, yes. That's me.

FAE LIEUTENANT

How did you escape the -- no forget that, what happened to your... Oh... Oh dear... You mean... Your horn. It's *the* horn. You're the cause of all this trouble.

LIZZIE

Hey! It's not Kyle's fault a warlock stole his horn!

This causes a ripple of HORROR through the Fae Guards.

FAE LIEUTENANT

(through gritted teeth) What did you say?

GOAT

Lady Melvina, young Lizzie is new to the Fae Court --

LIZZIE

And I meant what I said! Kyle was attacked. You can't blame him for what happened.

FAE LIEUTENANT

(scowls, but concedes) Of course not. Now, let's get on with it. We must've keep our Queen waiting.

GROWNUP LIZZIE (V.O.)

The head guard, Lady Melvina,
shuffles the companions into the
open seed pod, and the rest of the
Faerie guards grab the edges of it,
and with a flutter of wings, they
are floating, flying, rising! Up
into the arms of the magnificent
world tree!

MUSIC - Magical transition

46

INT. WORLD TREE INNER SANCTUM, FAE

46

GROWNUP LIZZIE (V.O.)

All the wonders Lizzie saw from the
ground are only multi-fold now that
they're flying up. Faeries are
everywhere, along with other
creatures she could only imagine to
name... creatures with horns and
creatures with tails. Lizard-like
things and flying things, talking
birds and creatures made of
shimmering air. The tree is so vast
Lizzie imagines it has its own
neighborhoods, parts of the tree
that creatures live in every day
and never even need to leave since
everything they could want is right
there. And farther, farther up they
go. To where her breath almost
grows short, as if they're climbing
a mountain, but it's no mountain.
It's the peak of the tree, it's a
shimmering bubble of a palace. It's
the home of the faerie queen.

The hum of the faerie honor guard carrying Lizzie and the
party to the peak of the World Tree. They're dropped off,
standing before the Queen of Fae's palace.

FAE LIEUTENANT

You've been here before,
Kylindrial?

GOAT

With my mother, a few centuries
ago.

FAE LIEUTENANT

Queen Glendora holds a soft spot in her heart for unicorns. Even for those... Damaged.

GOAT

I'm not damaged. I'm just as much a unicorn as I've ever been.

FAE LIEUTENANT

Sorry, I meant no offense.

GOAT

Then know that every part of me is unicorn. Horn or not.

FAE LIEUTENANT

Yes, of course. Just, you're a unicorn that travels with a weasel?

WEASEL

(still muted) *A* Weasel you say?!
A weasel?!

FAE LIEUTENANT

(puzzled) Can they not ... ?

GOAT

I'll unmute him.

Magical twinkle, UNMUTE Weasel.

WEASEL

Pffftttt!! Finally! Kyllindrial! I thought we were friends! And you go around casting MUTE spells on people? Fah!! (flabberghasted) And as for you... "A" Weasel, you say?! "A" WEASEL?! I am none other than Gareth the Guiled, denizen of the tallest rickety stack in all of the dismal swamp, thief of gold from giants, possessor of the one-and-only shell of a Wyvern egg, and absolutely definitely most tolerable spooker and occasional slayer of the Cockatrice.

GOAT

You can see why we need to occasionally mute them.

FAE LIEUTENANT

Plus a human girl. An odd batch you all make, that's for sure. Very well. Onward.

GROWNUP LIZZIE (V.O.)

The shimmering globe that sits atop the branches of the world tree cracks open for the companions to enter, and then, they are in somewhere else entirely.

Lizzie's mom once brought her to an observatory, a place where all you could see in all directions was the great infinity of the dark sky, cascading with stars, giving you a sense of just how big the universe is, a feeling of bigness that swept over you, carried you away.

It's like that inside the Fae Queen's palace, except... even bigger. The stars don't stay in one place, politely twinkling. They dance, they dart, they create shapes and break apart, re-form. A manticorn chases a buffalo across the horizon, then splits into the many heads of a hydra before settling into the shell of a mighty turtle, lazing about dreamily through the ocean of stars.

At the center of this great bubble, not neatly on the floor, but floating up, midway through the chamber, is a throne of knitted vines, shaped like the celtic knot necklace Lizzie's mom wears. This knot stretches out to all sides of the bubble - top left right bottom diagonal - like a ball of twine that ties the whole wide world together.

And there. In the center of it all, the heart of the knot, the head of the world tree, is She.

The Faerie Queen.

GOAT

(reverant) Mistress.

WEASEL

My Queen.

LIZZIE

Hi.

Through this sequence, sound design riveting in tension that gives sense of Lizzie being swept away and out to sea.

GROWNUP LIZZIE (V.O.)

Lizzie, Kyle, and Garrett all kneel, though the Queen's attention is turned elsewhere. For a long moment they wait there, enough time for the peace that lives in the center of the world tree to enter Lizzie. The Quiet is not emptiness, no, far from it. In the void, in the absence of racing thoughts and worries and fears and conversations, there is Magic. It trickles up from this place like water from a well, and suddenly, Lizzie is swimming in it.

LIZZIE

Whoaaa...

LIZZIE (V.O.)

Lizzie looks down at her hands, and for a moment, she thinks they're glowing! But, no. It's not that they're glowing -- it's that Lizzie can see right through them!

LIZZIE

(amazed) Wowwwwwww...!

GOAT

(hissed) Lizzie, not here!

GROWNUP LIZZIE (V.O.)

Lizzie can't help herself, the pull of the magic has grown from a well, to a spring, to a river, to the mightiness current in the ocean, pulling her out to sea, away from the banks of the known and into a distant place, a place where she does not her own name anymore.

LIZZIE

Wwwwoooowwwww!!!

GROWNUP LIZZIE (V.O.)

In this place, Lizzie's name is not important. In this place, her sense of self is nothing more than any drop of water's importance in the crashing waves of the sea. She's arrived at a place where she is not a perform swimming in the ocean. She has become one with it. She is the ocean itself.

And then. A voice.

FAE QUEEN

She is of the bloodline. Very good. Come back to us, Elizabeth.

GROWNUP LIZZIE (V.O.)

The Queen of Fae's voice is like another current, pulling Lizzie back. And for a moment, Lizzie doesn't want to go. Out here, there is so much peace, everything just makes sense. No confusion. No fighting. And then the tide pulls her so fast, she's washed back up on shore. Back to -- well, not her own world, but at least a world where she has two feet that stand on something solid. She opens her eyes.

FAE QUEEN

Your mother never chose to develop her gift, but you... ? Perhaps. And is that a heartstone wand you carry? (considers) There is so much to ponder here. And Kylindrial. You've returned.

GOAT

Yes, Queen.

FAE QUEEN

You have a question in your eyes, say it.

GOAT

Ah, no, my apologies Queen, it is not the matter at hand --

FAE QUEEN

Say. It.

GOAT

Just -- (hesitates) I have heard things, people have said, terrible rumors --

FAE QUEEN

Kylindrial?

GOAT

Why are people telling me I'm the only unicorn?

FAE QUEEN

We are preparing a great feast tonight, Kyle. Music from the elves and the darkest ale from the dwarves. Fruits served from the world tree of every sort of sweetest you could imagine. Are you sure you wish to hear this story now?

GOAT

(anxious) Queen, my heart can bear waiting for the answer no longer.

FAE QUEEN

(looks around at the guards)
Guards! Leave us.

FAE ALTHEA

Queen, they were caught burning an enchanted tree --

FAE QUEEN

An accident. Go now. They are my guests. You too, Lady Melvina.

FAE LIEUTENANT

Yes, Queen.

FAE CASSANDRA

And what are we to do?

FAE QUEEN

Join the elves in preparing the great feast.

FAE ALTHEA

You want us to help... the... elves...

FAE CASSANDRA

As you wish, my Queen.

FAE QUEEN
And take the weasel.

WEASEL / CASSANDRA / ALTHEA
What?!

FAE QUEEN
Bring him to the royal treasury,
and allow him to take whatever
treasure he wishes.

WEASEL / CASSANDRA / ALTHEA
Truly?

FAE QUEEN
Honorable, Garrett, you have done
Fae a great service by bringing us
Lizzie and our lost unicorn,
Kylindrial. You deserve a reward
for your efforts.

WEASEL
(elated) Yaaa-haaa!! What did I
tell you, mom?! Fortune for your
only child, that's what!

GOAT
Congratulations, Garrett. The Queen
is right. You helped us a lot,
thank you.

WEASEL
Well, peace y'all!

FAE ALTHEA
(grumpy about it) The Weasel gets
the treasure, and I get to help the
elves. Uh-huh. Understood. Goodbye.

FAE CASSANDRA
Doom, doom I tell you...

The faerie guard contingent leaves.

GROWNUP LIZZIE (V.O.)
The Fae Court empties quickly, and
soon it is Lizzie, Kyle, and the
Queen. Kyle is trying to be
respectful to the Queen, but he
can't keep his feelings to himself.

GOAT
My heart is near to bursting,
Queen. Please, tell me --

FAE QUEEN

Kylindrial, take a bite of spirit root, to calm your nerves and recover your spirit after such a long journey.

GOAT

Queen -- it's my favorite! -- but, truly, I cannot deign to bite food when my heart weighs already knowing you have ill tidings.

FAE QUEEN

You turn away my gift?

GOAT

Ah, no. Of course not. For you, my Queen. (Goat munches on a spring of spirit root) Ahh... It is as splendid a root as I remember. I feel the weariness of the road leaving me already.

FAE QUEEN

Then you may more easily carry the weight of what you are about to hear.

Carlow has set the worgs upon your species.

GOAT

(gasps) No!

FAE QUEEN

Who has fallen, who is left, we Fae do not know this. We know that during that dark night, so many years ago, Carlow returned to this world with the horn of a unicorn - your horn - but not with the blood of a child. He could not create a tunnel to burrow through the worlds like he wished. Nor could he break the spell which banished him to the land of goblins. But his agents, the worgs, could traverse these lands. And so he sent them to punish the unicorns.

(MORE)

FAE QUEEN (CONT'D)

As you know, the horn of the unicorn is connected with its people, and with Carlow's dark eye the worgs hunted the unicorns mercilessly. The unicorns fought, but the worgs appeared so suddenly, and with such ferocity, that many were slain before they knew what was happening.

GOAT

And where were you, Queen? How did the faeries help protect us?

FAE QUEEN

We did not.

GOAT

What?

FAE QUEEN

(sorrowful) We believed it was best to stay out of these matters. I did not wish to upset the balance --

GOAT

The balance! A warlock slaughtered my kind and you worried about balance! I -- (realizes what's happening) I am sorry, Queen, I did not mean to raise my voice.

FAE QUEEN

It is only fair that you did. What we did - or, more truthful, what we did not do - was terrible. Someone needed to stop the worg, and we did nothing. We thought the equilibrium of Fae would fix things. We thought any further action would further upset the balance. What we did not realize, is that the brainworm is not like any creature of Fae. It is a Fiend, a monster with an appetite that is never sated. You cannot reason with such a thing.

GOAT

(scarce a whisper) So all the unicorns are dead?

FAE QUEEN

No. I mean. Perhaps. I don't know. I don't think so.

(MORE)

FAE QUEEN (CONT'D)

I think some went into hiding. Perhaps they are hiding here in the Enchanted Wood, in plain sight. Perhaps they took refuge across the ocean. Perhaps they ascended to the angel kingdom. But are the unicorn families still free here in the enchanted wood, walking about? No. The worgs saw to that.

GOAT

Then there is only one solution. We must destroy Carlow.

FAE QUEEN

No.

GOAT

What?! You just said --

FAE QUEEN

It is too late. We saw the destruction wrought merely by the worgs, but Carlow's strength is a hundred-fold that now. The entire goblin kingdom is aligned with him. They have turned their farm tools into weapons, re-trained their magick of the land into magick of war. Faerie cannot bear the cost of starting a war with such a man. We might not win.

GOAT

(aghast) And so instead you will stay here, hiding? Letting him conquer all?

FAE QUEEN

He still cannot break the spell of the enchanted wood --

GOAT

What about tonight! Worgs waltzed into the Great Wood like it was nothing!

FAE QUEEN

It was loophole in the enchantment that I will fix.

GOAT

The Great Wood is withering! Maybe you do not see it because it has been so many years in coming, but I have been in the human world for all these years, and see it clearly. Carlow does not need to raise a finger to destroy Fae. He only needs to wait.

FAE QUEEN

Mind your words, Kylindrial. You may be a unicorn, but your sense of time is by a raindrop in a hurricane compared to the infinite deep of the World Tree.

GOAT

I know time, Queen. I have felt thirty human years pass like three thousand, protecting the Greenways, waiting for Lizzie to grow old enough to fight her Great-Uncle. I may not know infinity but I know what a toll this has cost me. And after all that, you tell me now that the Faerie are not willing to take up arms against the warlock?

FAE QUEEN

Carlow's magick cannot touch us, so long as our enchantment holds strong. The only danger to us, is her.

All eyes on Lizzie.

GROWNUP LIZZIE (V.O.)

A terrible feeling strikes Lizzie, as the Queen of Fae turns to look at her.

FAE QUEEN

Lizzie, Dearest Lizzie... We must get rid of you.

MUSIC - Transition

GROWNUP LIZZIE (V.O.)

While Lizzie and Kylindrial were debating with the Fae Queen, Garrett was being led by the Fae Guards to the World Tree treasury. Or, at least, so they think...

WEASEL

(chuckling) Ohhohohoh Garrett! Wait till mother hears of this! Treasure from the Queen of Fae's inner sanctum. Oh dear mum, no more rickety shack in the dismal swap, we are talking PALACE here, we're talking being waited on foot and paw by our own private brownies, we're talking EVERY storybook in Fae hand-scribed for our retelling!

FAE ALTHEA

Through here, noble Weasel.

WEASEL

Garrett! You can call me Garrett! A weasel honored with a gift from the Queen of Fae's personal treasury deserves that much respect, I should think.

FAE ALTHEA

(through gritted teeth) Yes. "Garrett." Right this way.

GROWNUP LIZZIE (V.O.)

The Fae Guard gestures to a vast chamber, filled with all the treasures one could ever imagine the World Tree would be filled with. Clothing woven from liquid gemstones and weapons carved from legendary metals. Flutes, mandolins, animal carvings, and so many more wonders, that the eye could scarce take it all in.

WEASEL

(over the moon) Oh! These... These must all be enchanted! Look how they glow!

FAE ALTHEA

Shall I hold your rapier for you?

WEASEL

Oh, ah, certainly. More hands for the treasure hunting!

FAE ALTHEA

Please, make your pick, we have other duties to attend to. (rolls eyes) Like helping the elves.

WEASEL

(considering) Hmm... well here is a splendid crossbow. Oooh oooh! Rings. Hmm I wonder what magic spells these might cast. Or perhaps gems? You can never go wrong with precious gems. What else have you got here. Oh! A cloak! I do love me a good cloak!

Weasel grabs a cloak, spins it around.

WEASEL (CONT'D)

Hey! Invisibili-mility! Ahhh, bummer. No invisibility spell. I wonder if maybe the cloak makes me invulnerable to heat? Or the cold? What do you think?

FAE ALTHEA

I think you'll have a few centuries to figure it out.

WEASEL

I'll... What?

BOOM! SLAM! LOCK! The Weasel is trapped.

GROWNUP LIZZIE (V.O.)

The door slams to the room Garrett is in, and suddenly they realize the trick. They are not in the treasury at all. They're in the dungeon.

WEASEL

Hey! What happened to the treasure?! This is... This is moss! And twigs! And rocks! Hey. Faerie Dude! Faeries! Come back. COME BACK!!!

Weasel's cries echo vainly in the Faerie's dungeon.

48

INT. WORLD TREE INNER SANCTUM, FAE

48

Return to the scene, in progress, as Queen Fae reveals her dubious aims with Lizzie.

GROWNUP LIZZIE (V.O.)

Lizzie stands before the Queen of Fae, and she feels her feet above to collapse beneath her. She feels like she's in the magical ocean again, and now something wants to pull her down, down, down.

LIZZIE

Queen. I don't understand.

FAE QUEEN

I'm sorry, Lizzie. You are but a girl. You did not ask for this, but through a curse of birth, you are the center of it. We must keep you hidden away for your safety. For ours.

LIZZIE

Kyle. KYLE! Tell her she can't do this. KYLE?!

The Goat is snoring.

GOAT

(snoring, murmuring dreamily) Save the unicorns...

LIZZIE

What happened to Kyle?!

FAE QUEEN

Kylindrial is tired. Imprisonment in your world is murderous on a unicorn. A deep, dreamless slumber will do him well. As it will for you.

LIZZIE

No. Get away.

GROWNUP LIZZIE (V.O.)

Up till now, the Fae Queen has been compressed, a thin, skinny creature, like a monarch butterfly perched on a piece of milkweed.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

But now, she expands her enormous and star filled wings -- wings like mirrors that seem to carry all of eternity in them -- and drops down toward Lizzie.

FAE QUEEN

(terrifying) Listen to me, little Girl!

GROWNUP LIZZIE (V.O.)

The Fae Queen offers Lizzie a silver apple which glows from within.

FAE QUEEN

(kinder) Take a bite, Lizzie, to protect all of Fae.

LIZZIE

What will happen to me?

FAE QUEEN

You know the story told in your world, of Sleeping Beauty? It's an enchantment of that sort.

LIZZIE

I don't want to sleep forever and ever, waiting for someone to come and rescue me.

FAE QUEEN

We need you to. The alternative is to put you in the dungeon and then you'll be awake for the next few centuries, growing old here and desperately lonely. You don't want that.

LIZZIE

Those are my choices?!

FAE QUEEN

Carlow cannot last forever. We Fae are patient. We will wait until his flame extinguishes. Then order will be restored. I do not wish to compel you, Lizzie. Please. Take a bite. For all of us.

LIZZIE

(shakes head) No. There has to be another way.

FAE QUEEN

(frowning her brow) I do not *wish* to compel you, but if you force me to, you will feel the power of my gaze, Lizzie. I am the Queen of Fae. The guardian and nexus of the World Tree, the center of worlds. I am we, a line of Queens that extends from now until forever, and retracts from then until before then. Before time. Beyond it. You cannot refuse me.

GROWNUP LIZZIE (V.O.)

The Queen locks eyes with Lizzie, and her eyes are power, cutting torches into Lizzie's very soul. Lizzie feel her arms go limp, and her will starts to melt like warming ice. Lizzie looks at the apple offered to her, and the choice seems inevitable. What is one precious life to save all of Fae?

But then, deep within the Queen's eyes, she sees it. Just a little twitch. A brainworm! And the spell is broken. Lizzie can hear other things. She hears her mother's voice.

CHERIE

(alarmed) LIZZIE!!!

GROWNUP LIZZIE (V.O.)

And Lizzie knows her mom is in trouble. Terrible trouble. And Lizzie starts to remember all that things her mom taught her, even without intending to. She finds her inner calm.

Lizzie's voice takes on a larger than life quality.

LIZZIE

NO!

GROWNUP LIZZIE (V.O.)

It surprises her, her voice. It is like stormclouds. It is like earthquakes. It is like the end of the world. Or the beginning.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

Lizzie realizes she's been holding the heartstone wand aloft, and now, the heartstone catches on fire, blue fire, and the blue fire expands to a glowing blue orb, an orb which orbits toward the Fae Queen, and the Queen must face down what is inside of it. What it reveals: The Truth.

FAE QUEEN

(terrified) Take it away! Take it away!

There is a great uneasy quality as the power of Lizzie's magick upsets the balance in the world tree inner sanctum.

GROWNUP LIZZIE (V.O.)

Lizzie can't see what the Queen sees, but she glimpses a reflection, reflected in the Queen's alien, grasshopper eyes. She see goblins expelled from their homeland. She sees Carlow, expelled to the same place. She sees the slaughter and suffering wrought by these actions. She sees the blind eye that the Fae have turned on the suffering of others.... Their betrayal of unicorns. The power of this truth fries the brainworm inside the Queen of Fae's mind. But the brainworm doesn't go down without a fight.

The burning ball of blue light explodes outward, like a sonic BOOM! And an explosion of glass as the bubble crumbles.

FAE QUEEN

(screaming)

GROWNUP LIZZIE (V.O.)

Lizzie scoops Kyle up in her arms. Kyle seems to weigh a thousand pounds, but she summons strength she don't know she had and picks Kyle up anyways. Lizzie runs, or, rather, staggers, toward the edge of the world tree, and breaks through the doorway of the sanctum, which is now flashing in and out of existence.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

There is a terrible gale at the top of the tree now - branches are flying and the the tree is bending and bowing. Lizzie charges to the edge, peers off into the great infinity of the endless wood... and she jumps.

MUSIC reaches a pinnacle - up, over, out.

END PART 6

BEGIN PART 7

49 INT. FAE DUNGEON, CONTINUOUS

49

GROWNUP LIZZIE (V.O.)

As Lizzie escapes the grasp of the Fae Queen, Garrett contemplates their fate, banished into the dungeon of the World Tree, their rapier taken by the Fae Guards.

WEASEL

(winging to himself) "Yes Father, I'd love to learn swordplay like my forebears in the line of the Walterson Weasels. I agree, mother's more modest pursuits -- they're for the birds! What could a weasel want, other than to live a life of danger, facing certain death for paltry amounts of gold, and the remotest chance of being put in a story? Certainly not a warm bed to sleep in at night."

(moans) Stuck in an enchanted cell in the world tree, trapped here until --

Suddenly the dungeon starts rumbling. The tree is shaking.

WEASEL (CONT'D)

What the? (approaches door) You can't possibly --

CLANK! The door shakes loose. Weasel stands, approaches, pushes at the door, and sure enough it CRACKS open at a touch.

WEASEL (CONT'D)

The door's open? (ponders) Huh. I guess the faeries are getting rusty.

Weasel heads out of the Dungeon, onto the limb of the World Tree.

50 EXT. WORLD TREE, BRANCH

50

It's total chaos outside on the world tree. FAERIES all crying, screaming, etc.

FAE CASSANDRA

The tree is breaking! The tree is breaking! Run for your lives!

WEASEL

Wow, leave this place for five minutes and all Hades breaks loose. Did I hear that right? The tree is *Breaking* ?!

FAE CASSANDRA

I told everyone this would happen and they didn't believe me!!!

WEASEL

Ah. Such a shame.

FAE CASSANDRA

(flying away) If you're smart you'll run! Run ! Run away EVERYONE!!!!

WEASEL

Run. So that's useful advise, excepting the fact that I'm really high up off the groundda---aaaakkk!

A gigantic CRUNCH as branches start cracking, slamming down in front of the Weasel. The tree resettles for a moment.

WEASEL (CONT'D)

(deeply concerned) Oh, that's bad. Very, very bad. (looks around) On the other hand, that means that the *real* armory is probably completed unattended. Ha! What luck! Hey you! You!

FAE CASSANDRA

What are you still doing here?!!!

WEASEL

I got lost on the way to the armory, can you point me the right way?!

FAE CASSANDRA

Armory? Are you mad?!

WEASEL

I need something to defend you from the invaders.

FAE CASSANDRA
Invaders?!?!?! There's invaders?!

WEASEL
Yes! Very nasty Invaders! Be a dear
and point me to where I can find a
sharp thing!

FAE CASSANDRA
There! Down there! Be fast! Or else
you'll get cruuuusshed!

BOOM! Another branch falls.

FAE CASSANDRA (CONT'D)
I'm out of here!

WEASEL
(under breath) As am I.

GROWNUP LIZZIE (V.O.)
Garrett takes off along the
collapsing world tree, dodging
branches as they go, determined to
find a replacement to their trusty
rapier.

SMACK! CRUNCH! CRUNCH! Branches of the world tree collapse.
Faeries flee for their lives

FAE CASSANDRA
Run for your lives! The world tree
is breaking! THE WORLD TREE IS
BREEAAAKKINNNNGGG!

Weasel is running along, dodging branches, leaping from limb
to limb.

WEASEL
Excuse me! Pardon me! Excuse me!
Nothing to see here, going nowhere
important, nope! Just going to try
this here door --

FX - Weasel pushes open a door, peers in.

WEASEL (CONT'D)
YESSS!!!! Letting the weasel into
the proverbial hen-house!

GROWNUP LIZZIE (V.O.)
As they'd hoped, Weasel finds the
doorway into the World Tree Armory -
- the REAL one this time.

WEASEL

Let's see what we've got here...
(peers about, then, in awe) What...
is... this! Oh yes, you'll do fine.

GROWNUP LIZZIE (V.O.)

Garrett grabs a gem-studded Fae
Sword, which looks comically small
in the hands of a weasel.

Weasel SWISH SWISHES and zings with their new weapon.

WEASEL

Hahahaha! Yes! Yes yes yes yes
yes!! (swings the sword around a
couple times, zing! Zing!) A Faerie
two-handed sword may be a little
small for a Weasel, but it makes a
fantastic dirk. (swish! Swish!) I
wonder what sort of enchantment you
might have, hmmm... Now what else --

SMASH! A large branch collapses right in front of weasel.

WEASEL (CONT'D)

(chuckles) Okay... Maybe best to
not get greedy. We can work on
accumulating the fortune bit later.
Now, let's try to avoid finding
ourselves in a pile at the bottom
of a collapsed world tree. It is
time... For a daring escape!

Though, I wonder what happened to
that girl and the goat?

From off-stage, Lizzie comes careening through.

LIZZIE

Wwwhoooooooooaaaaaa!!!

WEASEL

Aha. That explains it. Bombs away!

GROWNUP LIZZIE (V.O.)

And with a flourish (that no one is
paying enough attention to see)
Garrett leaps off the world tree
after Lizzie.

CUT TO:

51 EXT. TUMBLING DOWN FROM THE WORLD TREE, FAE

51

Wind whips past as Lizzie, Sleeping Goat, and Weasel all plummet down from the World Tree.

LIZZIE

Wwwwhhhoooooaaaaaaa!!!

GROWNUP LIZZIE (V.O.)

Lizzie's riding down in the pod that carried her and her friends up to the top of the world tree, though the pod is a much faster and crazier ride without a contingent of Fae Guards flying it around. She's learned that she can lean left and ride to navigate the branches, sort of like the way a sled works. She's getting faster, and faster, totally out of control, until --

WEASEL

Heeeeeeeeyyyyy yyyooooouuu!!

LIZZIE

Garrett!

WEASEL

Grab onto me!

LIZZIE

I can't --

WEASEL

Come on! Lean in!

LIZZIE

Okay!!

GROWNUP LIZZIE (V.O.)

Lizzie leans toward Garrett, the pod getting faster all the while. She reach out her hands, almost, almost... Then... she has them!

LIZZIE

Okay! Now what?!

WEASEL

Can you help me get this thing working?!

GROWNUP LIZZIE (V.O.)
Garrett pulls the wyvern shell out
of their bag.

LIZZIE
What's wrong with it?

WEASEL
Apparently doesn't work for
Weasels! Can you, you know, try to
stop us from an untimely demise!

LIZZIE
Oh yeah, of course!

GROWNUP LIZZIE (V.O.)
Lizzie grabs the pieces of the
wyvern shell, now completely losing
control and putting the pod into a
tailspin. They see the ground now,
coming at them like a terrifically
hard and unmoving object. Lizzie
holds the pieces of the shell,
trying to remember the wyvern song
that made it work the first time.

WEASEL
(yelling over the wind) Any time
now, love! Any time!

LIZZIE
I'm working on it!

GROWNUP LIZZIE (V.O.)
Lizzie starts humming, it takes her
a moment, but, she finally finds
it.

LIZZIE
(sings the wyvern song)

GROWNUP LIZZIE (V.O.)
And. Poof! Like a parachute, the
wyvern song slows the pod down to a
float.

WHOOMPF! the sheer velocity of Lizzie/Weasel/Goat immediately
slows, and they start drifting down more gradually

WEASEL
(panting) Man, it's nonstop near-
death experiences with you around.
What happened to Kyle?

LIZZIE

The Queen of Faerie fed him something weird.

WEASEL

(grimace) He may be out for a while then. Pfft! Eating food while in the court of the Fae. That's amateur-hour. Lucky this earthquake hit, huh?

LIZZIE

Yeah, uh... I sorta caused it.

WEASEL

You what?

LIZZIE

Incoming!

Thud! Thud! Thud! They land on the ground. Down here, it's chaos. The GOBLIN HORDES have broken free from the root tunnels and are charging up the world tree.

GROWNUP LIZZIE (V.O.)

They crash land into a scene of total chaos - there is a huge hole in the ground, bathed in green light and swirling like a whirlpool. Green creatures are crawling out of it with bladed weapons, then climbing the world tree and attacking faeries.

GOBLIN FIGHTER

Arrrrrrgh! Die Faeries!

FAE LIEUTENANT

Goblins! Goblins everywhere! Protect the queen!

WEASEL

Goblins attacking the world tree?! I never thought I'd see the day. Lizzie, darling, *you* had something to do with this?!

A goblin warrior comes charging past

GOBLIN FIGHTER

(hissing) Give us the girl!

WEASEL

I should think not! I'll skewer you
into a goblin-kabob instead!

Weasel pulls the enchanted blade.

WEASEL (CONT'D)

Come on! Come on! It's an enchanted
sword and I'm not afraid to use it!

GOBLIN FIGHTER 2

Leave him be! We're scaling the
World Tree! Faerie Heads for all of
us! Go! Go! Go!

The goblins scurry off. BG Fae vs. Goblin battle continues in
background.

WEASEL

Yeah! You better run! You don't
want a piece of Garrett the Guiled!
(to Lizzie) So, tell me you didn't
shatter the enchantment which
protects Fae from invading armies.

LIZZIE

I didn't mean to! The Queen of
Faerie was going to put me under a
spell!

WEASEL

(raises eyebrow) And don't you
think you deserved it?

LIZZIE

(offended) No I did not! She
thought it'd be easier to curse me
to sleep for eternity than to go
fight Carlow.

WEASEL

Sounds reasonable.

LIZZIE

It was the brainworm, Garrett. I
saw it in her eyes!

WEASEL

The Queen of Fae is infected by the
brainworm?

LIZZIE

Yes. No. *Was*. I fried it by using the heartstone. But it kind of made everything go kooky!

WEASEL

Yes, well, you cured them of a brainworm, only to allow your Great-Uncle Carlow to open a portal to ---

LIZZIE

Did you just say his name?

WEASEL

Who - Carlow? (beat) Oh.

As if on cue, the Worgs HOWL

LIZZIE

Worgs!

WEASEL

We are so, SO doomed. Send me back to the dungeon!

MOM

(warbled, across dreams)
Lizzie! Lizzieeee!

WEASEL

(Confused) What's that?

LIZZIE

Um, it's my mom.

WEASEL

How are we hearing your mom from your pocket?

LIZZIE

It's the cell phone! It's connected with her!

WEASEL

Didn't we go over this? It's impossible for you mom to connect with you using this 'cell' phone, unless -- well, no.

LIZZIE

Unless what?

WORGs howl

WEASEL

How about we do the magick 101 thing later? Right now, we need to focus on how to escape before --

WORG 1

(snarling) Look who we have here.

WORG 2

The girl who singed my fur.

WORG 1

I'm pretty sure it only made my teeth sharper.

WORG 2

And my belly hungrier.

The two worgs approach, snarling. Weasel produces their enchanted sword again.

WEASEL

Back off, you wee pups, or I'll spear you with my enchanted sword. (Weasel zings it around) I've been looking for an excuse to use it!

WORG 1

That puny toothpick? I'll use that to clean your bones out of my teeth.

WEASEL

Do you know what this girl just did? She looked into the Queen of Faerie herself and melted the brainworm.

WORG 2

Fah. No one can hurt the worm. The only hope is to give into it, before it drives you crazy.

WEASEL

Well, um, (chuckles) Surely you're intimidated by us, we (zings the sword) we are very serious adversaries.

WORG 1

Appetizers? Is that what you just said?

WORG 2

Delicious appetizers. I concur.

The Worgs snarl, circling in.

GROWNUP LIZZIE (V.O.)

Garrett swishes with the shining sword, pretending to be brave as the worgs circle in. But Lizzie's not paying attention to any of them, because she can still hear her mom, and the strangest idea pops into her mind. She looks at the green whirlpool where the goblins are pouring out. It's a doorway, and she thinks she can make it go somewhere else.

CHERIE

(distant) Liiiizzzzziiee!!

LIZZIE

Coming, Mom! (over her shoulder)
Garrett, grab Kyle!

WEASEL

Grab. What?! What are you doing?

GROWNUP LIZZIE (V.O.)

Lizzie ignores Garrett, her full attention turned toward fighting the tide of the whirlpool. First, she has to grab ahold of the magic spell making it appear, then, she has to start spinning the whirlpool in the opposite direction. As she does this, the remaining goblins scatter and new ones stop popping out.

WORG 1

(snarling) Stop her! She's disrupting the portal!

WORG 2

Stop playing tricks, little girl!
You'll get hurt!

GROWNUP LIZZIE (V.O.)

The worgs and their taunts might as well be a thousand miles away.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

Lizzie locks her mind with her mother's using the cell phone to connect them, and she sees, in her mind's eye... A prison cell, a great maze, all sorts of round steps, a castle. And now, the whirlpool, which is now glowing purple, opens up again with a doorway to another place.

LIZZIE

Down here! Quick!

WEASEL

Hunh? -- Auf Wiedersehen!

GROWNUP LIZZIE (V.O.)

Garrett wastes no time, they grab Kyle over their shoulder and dives into the tunnel, Lizzie following a heartbeat later.

WORG 1

Get them!!!

FX - WHOOOOOSSSSHHHH!!!

52

INT. TUNNEL BETWEEN WORLDS

52

WEASEL / LIZZIE

Whoooooooooooooooooaaaaa!!!

GROWNUP LIZZIE (V.O.)

Garrett and Lizzie are sliding through a magic portal, which, on this side, looks like sort of a long hallway with a door on one side leading back to the World Tree, and one on the other side which goes to the mouth of a cave, a cave Lizzie is sure will lead to her mom. It should only take 10 seconds to walk down the hallway, but, like all things in Fae, nothing is ever that simple. The worgs charge in after them, jaws snapping just inches behind.

WORG 1

We'll eat you here, we'll eat you there, we'll be happy to eat you anywhere!

GROWNUP LIZZIE (V.O.)

The worgs are monstrous creatures, so huge that Lizzie doesn't think if she punched one as hard as she could, they would even feel it. But she doesn't need to punch them, because for the moment, they're not in the physical world. They are in the world of magic. And here, she is the giant. She is the one they should be frightened of.

LIZZIE

I don't think so!

WEASEL

Lizzie? What are you doing?!

LIZZIE

Get out of here, Garrett, I'm right behind you.

WEASEL

No!

LIZZIE

Just go!

GROWNUP LIZZIE (V.O.)

Garrett refuses to walk through the other edge of the portal, but again, Lizzie has super strength here. With a little push, she sends Garrett and Kyle through the far end.

WEASEL

Whaaa--ooooo!

LIZZIE

Now as for you!

GROWNUP LIZZIE (V.O.)

The worgs leap at Lizzie! Or at least, they try. Their feet seem to have been glued to the spot.

WORG 2

What?! What did you do?!

WORG 1

You're a little girl! You can't do this!

LIZZIE

I may be a little girl, but I am a Greenway. And that name has power here. I hope you enjoy living in this portal for the rest of eternity.

WORG 1

What? No, you wouldn't --

WORG 2

You can't! Hey! Hey! Heeeyy!

GROWNUP LIZZIE (V.O.)

The worgs scream in protest as Lizzie walks calmly through the far end of the tunnel, and in front of the doorway to the cave. Then, her power goes out. The portal closes forever behind her.

LIZZIE

Ohhhhhhhh I'm not feeling so good.

GROWNUP LIZZIE (V.O.)

And she collapses to the ground.

FWOOMPF! Lizzie collapses.

53

INT. DREAM WORLD (LIZZIE'S MOM'S NIGHTMARE)

53

GROWNUP LIZZIE (V.O.)

Lizzie's eyes open, and she's in a big round room made out of crooked stones that go up as high as you can see. In the middle of the room, there's a free-standing mirror. Facing the mirror, her back turned to Lizzie, is Lizzie's mom, Cherie.

LIZZIE

Mom?

CHERIE

Lizzie, is that you? Oh, I was so worried!

LIZZIE

I can explain, mom.

GROWNUP LIZZIE (V.O.)

Lizzie's mom stays staring at the mirror, not turning around.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)
 Lizzie walks closer. From this angle, she can't see what's in the mirror, what's so interesting.

LIZZIE
 I'll tell you all about it, mom, about my friend Kyle, who everyone thought was your goat but was actually a unicorn -- and Garrett, the weasel, who makes out like they're really this big deal but they're actually really nice, and, am, um... mom?

CHERIE
 I've missed you sweetie, it's so scary without you.

GROWNUP LIZZIE (V.O.)
 Lizzie is close enough to touch her mom now, but her mom still isn't turning around.

LIZZIE
 It's okay, mom. I'm here now.

CHERIE
 I know, that makes me so, so happy.

GROWNUP LIZZIE (V.O.)
 Cherie starts to turn around.

Cherie's next line is manipulated weirdly in post

CHERIE
 We'll stay here from now until the end of time.

GROWNUP LIZZIE (V.O.)
 And her face is covered in worms!

LIZZIE
 (screams in panic!)

GOAT
 Lizzie! Lizzie you're okay!

WEASEL

Sssh love, you're safe. Well, maybe not entirely "Safe" but you're not currently being eaten, so take the win.

LIZZIE

It was so real... so real... so real...

GOAT

Just a dream, Lizzie, just a dream.

LIZZIE

What happened? How long was I asleep?

GOAT

I think Garrett could answer that a bit better than me.

WEASEL

(rolls eyes) Where to start? After you exploded the world tree and allowed Carlow to open a portal from his goblin castle to the center of the Great Wood, you managed to take power over said portal, enter it, and apparently lure in the worgs only to strand them there until the end of eternity. This great act of magical prowess left you looking like you'd just finished seven days of partying at Beltane and you fell to the ground. That's when I woke up Kyle. A little dash of sniffing salts did the trick.

GOAT

Whatever you did, Lizzie, put you in a sleep almost as deep as what the Fae Queen tried to do to you. Luckily I was able to use some of the power from my horn to wake you back up.

WEASEL

Which brings us up to the present. Care to fill us in as to why exactly we're standing before the entrance to the Cursed Labyrinth of the Goblin-King?

LIZZIE

(still a bit woozy) I focused on my mom's voice. I could hear her. I saw her, she's on the other side of the labyrinth, I think, but I couldn't make the portal go all the way through.

WEASEL

Of course not, the labyrinth would be protected from invasion by errant magic portals, naturally.

GOAT

Sshh, Garrett! Lizzie. Your mom is nearby. *In* Fae?

LIZZIE

That's what I saw.

GOAT

But why? How did she get here?

Kyle collapses.

GOAT (CONT'D)

It's obvious, isn't it. Carlow did it. He lured her here.

LIZZIE

Then it's time to stop him, once and for all.

GOAT

Lizzie, don't be silly.

LIZZIE

I'm not scared of him, Kyle.

GOAT

You should be.

LIZZIE

He's taken my mother captive!

GOAT

And why do you think he did it? For one reason, Lizzie, to get you.

LIZZIE

Garrett, did you say that this is the "Cursed Labyrinth of the Goblin King?"

WEASEL

Yes...

LIZZIE

Which means -- we're below the goblin king's castle, right? And Carlow IS the Goblin King?

WEASEL

These are facts.

LIZZIE

So we're close! We only have to get into the castle, rescue my mom, and then we attack Carlow?

WEASEL

Whoa whoa whoa now, slow down --

GOAT

Don't be silly, Lizzie.

LIZZIE

I'm not being silly! Don't talk to me like I am!

GOAT

You're just a child --

LIZZIE

I am a *Greenway* and the Greenway are the stewards over the enchanted wood, or don't you remember?

GOAT

Lizzie...

LIZZIE

You told the Fae Queen Carlow has to be stopped. You told her you've been defending my family for what feels like hundreds of years. If we don't take on Carlow, he'll win. What's changed, Kyle?

GOAT

I said that when I thought we would have all the power of Fae, Lizzie, not just me and a fast-talking weasel.

WEASEL

Hey!

GOAT

Look at me. I'm a shadow of what I once was. I was a young, vibrant, powerful unicorn. Now I am old, scruffy goat. All because of Carlow. I can't possibly face him again. I was stronger then, and he cut my horn off. What could he do to me now?

LIZZIE

That's not how I see it! I see my friend Kyle. A friend who helped me escape my evil great-aunt and taught me how to move between the worlds. You've never been scared, despite all the things that have tried to eat us. What makes this any different?

GOAT

If Carlow catches you, he'll kill you, Lizzie. And if he does that, he'll be able to create a portal between the worlds that will never close. Imagine what he could do, if he got back to your world, Lizzie. If he was able to combine his black magic and the power of the brainworm --

LIZZIE

Being scared isn't a reason not to fight!

GOAT

(sighs) I admire your drive, Lizzie, I really do, but no. Our best course, is to hide. We can backtrack into the caves here, find a way out onto the surface of goblin land. We'll be targets, sure enough, but I think we could find --

LIZZIE

No! Garrett, tell Kyle we need to fight!

WEASEL

we? You think I'm part of this?

LIZZIE

Of course you are!

WEASEL

Why?

LIZZIE

Because you're my friend!

Weasel is about to make a sarcastic remark before he realizes the import of Lizzie's words, and is genuinely moved.

WEASEL

"Because I'm your" -- (blinks) I'm your friend?

LIZZIE

Yeah. Of course.

WEASEL

I thought (considers) well I. I. Um. (chuckles) I was just thinking about how to most easily sneak off and -- now. (thinks) Friend. Oh! I rather like the sound of that.

LIZZIE

Talk to Kyle!

WEASEL

I, huh? (thinks) Right. Kyle. Pull yourself together! The young mistress Lizzie considers you a friend! Don't you know what kind of honor that is?

GOAT

Stop playing with me, Weasel. Go ahead and leave us. Your services are no longer required.

WEASEL

I'm going nowhere. Mistress Lizzie says I'm her friend. (aside) Am I really your friend?

LIZZIE

You are.

WEASEL

Even after I tried to get you killed?

LIZZIE

You only tried to get me killed once.

(MORE)

LIZZIE (CONT'D)

And you saved our lives a bunch of times. So I think we're at least even.

WEASEL

Hear that, Kyle? Do you have **any** inclination how many quests I've been on? How many unicorns have exploited me for cockatrice-saving expeditions and then left me high and dry as soon as they got what they needed from me? Best case scenario, I can convince someone to help thieve a valuable gemstone to repay my troubles. But... Friend! No one has considered me a friend before! So! Onward. Be it a slow death wandering until we starve in the labyrinth, nutritionally deprived of anything other than our own fingernails, or a quick death by incineration at Carlow's fiery fingertips, I'll prefer a grisly and glorious fate with you two fools over a mediocre one on my own.

GOAT

(groans) Are you perhaps of the bardic line of weasels, Garrett?

WEASEL

A long, long line. Shall I tell you the story of my great-great-granddy Altheizhar?

GOAT

Maybe later. (groans) This is a fool's errand, Lizzie. As Garrett says, we almost certainly will be lost in the great labyrinth forever.

LIZZIE

I have an answer to that, I think. (listens) I can hear my mother's voice.

CHERIE

(distant) Liiiizzzzzzziieeeee!!!

LIZZIE

Won't you help me find her?

GROWNUP LIZZIE (V.O.)
 But Lizzie doesn't wait for Kyle's
 response. She takes a step into the
 Cursed Labyrinth.

MUSIC - Transition to darker note

55

INT. CARLOW'S COURT, MOMENTS EARLIER

55

GROWNUP LIZZIE (V.O.)
 As Lizzie charged into the Cursed
 Labyrinth, Carlow and his court
 watched the destruction of the
 World Tree from the hands of his
 goblin army.

Carlow's court. They watch the desolation of the world tree
 from the divining pool. SCREAMS of Faeries, etc. resonate
 throughout, the cackling of the Goblins as they conquer. All
 are in awe, delighted at the results.

GOBLIN WIZARD
 Amazing! Lord Carlow! Having our
 army ready by the root tunnels was
 a masterful move!

CARLOW
 (growls) I said never to doubt me,
 Grand Vizier, and now you know why.
 In one fell swoop, we have defeated
 the Fae folk with nary a blade
 lifted, and as we speak, the key to
 unlocking the doorway between Fae
 and the human world is working her
 way to me, thinking herself clever
 for the idea. Victory will be
 delivered to the goblins by your
 faith in Carlow. Never doubt this.

FX - with a swooshing SPLOT! The diving pool shatters.

GOBLIN WIZARD
 What's this?

CARLOW
 (growls) No important matter.

GOBLIN WIZARD
 There is a counter-magic, Carlow,
 which has shattered your spell.

CARLOW
 I said it is of no matter!

GOBLIN WIZARD

But how --

CARLOW

Silence, Grand Vizier! Before I turn you into a pile of charcoal that I give to the goblin children for purposes of drawing doodles.

GOBLIN WIZARD

(cowering) Of course, Lord Carlow. You **are** the one true Master.

CARLOW

I like the sound of that. Please repeat.

GOBLIN WIZARD

You are the one true Master, sire!

CARLOW

Again!

GOBLIN WIZARD

You are the one true Master!

CARLOW

(to the onlookers) All of you!

GOBLINS

You are the one true Master, Lord Carlow!

CARLOW

(cackles) Indeed, I am. Those who doubted, died, and you who live watch our ascent to greatness. The restoration of the Goblin Kingdom! Now, you balk at a little bit of counter-magic... So what if my grand-niece is a bit precocious? She is but a babe, and the more powerful she thinks she is, the faster she's drawn to me. If you doubt me, watch now.

GROWNUP LIZZIE (V.O.)

Carlow waves his hand over the divining pool, and the surface now shows Lizzie, running through the Cursed Labyrinth.

Shimmer sound as divining pool is restored, goblins are all impressed.

CARLOW
 Now, watch closely, Grand Vizier.
 We'll soon witness a heartwarming
 family reunion.

MUSIC - Transition

56 INT. LABYRINTH, MOMENTS LATER

56

MUSIC - Great dread.

LIZZIE
 Mom!!! Mommm!!

GOAT
 (worried) Lizzie! Lizzie slow down!

WEASEL
 Mistress Lizzie! On this matter,
 Kyle and I agree!

GROWNUP LIZZIE (V.O.)
 Lizzie's friends call to her, but
 her mother's voice is stronger.
 Lizzie follows it deeper into the
 Labyrinth.

Lizzie perks up her ears, listening.

CHERIE
 (distant) Lizzie! Lizzie!

LIZZIE
 This way!

GROWNUP LIZZIE (V.O.)
 Lizzie doesn't wait for a response
 from her friends. Instead, she
 dashes farther... First left,
 right, right, left, straight...
 Left again, right, straight, toward
 the heart of the Labyrinth she
 goes.

GOAT
 Lizzie! Lizzie!

WEASEL
 Mistress Lizzie! We're losing track
 of you!

GROWNUP LIZZIE (V.O.)
 Lizzie moves fast, the sound of her mother's voice so powerful it's drowning out her friends. But she also knows that if she loses track of her mother's voice, it'll be just as Garrett fears -- they will all be lost forever. Lizzie knows that they'll get through the maze, but only if she listens. So she ignores everything else but the sound of her mother's voice.

CHERIE
 Lizzie?!

LIZZIE
 Mom!

GROWNUP LIZZIE (V.O.)
 Lizzie's getting close now!! So close she can feel her mom, the same way she felt the warmth growing in her hand before I let out the fireball, the way she felt the ball of moonlight in her palm. She knows her mother is only around a couple more turns...

LIZZIE
 Left... Right... And... there!

57 INT. CENTER OF THE LABYRINTH

57

GROWNUP LIZZIE (V.O.)
 The tunnels end in a huge circular chamber. And there in the middle, standing at the foot of a spiral staircase...

LIZZIE
 Mom!

CHERIE
 Lizzie!

Lizzie and Cherie are reunited.

MUSIC - Triumphant!

CHERIE (CONT'D)
 Oh I never thought I'd see you again, Lizzie. I was so worried...

LIZZIE

It was scary, but I had friends.
Right, Kyle? (beat) Kyle? Garrett?
Kyle? Garrett?!

CHERIE

Mmmm... I could just hold you
forever.

LIZZIE

(being squeezed) MMmmmmfff. It's
okay, mom, hey, could you let go a
little bit... you're squeezing...

CHERIE

(nodding, kind of dazed) Ssssh sssh
sssh Lizzie, it feels so good... So
good that it stopped... Finally...
after all these years... It's
stopped.

LIZZIE

(confused, also struggling to
breathe a bit) What stopped, mom?

CHERIE

In my head... So loud, in my head.
You know that feeling you get when
you're on the subway? Ch-chunk, ch-
chunk, the scrape of the subway car
along the rail, the way it sends a
lightning-bolt blast right up your
spine, right into your head, making
you all ... bleary and confused?
That sound gets into you, it makes
the world fog up like you're
breathing on cold glass... My whole
life it's been like that, just the
ch-chunk, ch-chunk of everything,
scraping at me, fingernails on
chalkboard style, ever since...
(mournfully) that day.

LIZZIE

(alarmed) Mom, what are you talking
about?

CHERIE

I need to hold you, Lizzie. Hold
you so close, that I will never let
you go...

GROWNUP LIZZIE (V.O.)
 It's just then that it hits her,
 that her mom... She doesn't *smell*
 right. And then her mom's fingers,
 which were holding her in such a
 tight embrace, turn sharp, like
 nails, and she pulls Lizzie closer
 to her chest, except, it's not her
 belly, it's a tooth-lined, gaping
 maw...

GOAT and WEASEL enter the room, but it's too late.

GOAT
 (in sheer terror) It's the mother
 brain worm!

GROWNUP LIZZIE (V.O.)
 The mom that is not Lizzie's mom
 fills the entire room! Drowning
 everything else, growing huge!
 Lizzie stares into what used to be
 her mom's eyes, but are now the
 rattling jagged teeth of a
 monstrous worm...

MOTHER WORM
 Hi there Lizzie. Mother's been
 waiting for you.

GRONWUP LIZZIE (V.O.)
 And then it swallows her!

LIZZIE
 (Screams)

GOAT / WEASEL
 LIZZIE!!!

MUSIC - Horrifying, up, over, out.

END PART 7

BEGIN PART 8

58

INT. HOSPITAL, OUR WORLD

58

GROWNUP LIZZIE (V.O.)

Far away from Fae, there's a different spell being cast, this one in the hospital room where Lizzie's grandma, Norah, lays unconscious. Aunt Debbie sits at Norah's bedside, where Cherie should be waiting instead, if she hadn't been tricked into going to Fae. Aunt Debbie leans over and tries to get a new brainworm growing in Grandma Norah's head.

Hospital ambience, Norah flits in and out of consciousness.

DEBBIE

Hi Norah. Let me tell you a story. It's a scary one. It begins with your grand-daughter, Lizzie. She follows that old goat you kept around over into the land of Fae. The goat does his best to show the kid around, and the kid, being from the line of Greenway, manages to survive being in Fae. She even gains a few magical parlor tricks, enough to build up her confidence. To make her feel like she can fight my brother. She feels emboldened because she can hear the voice of her mom, Cherie.

You know, your one and only daughter? The one who Carlow almost killed that time? Are you wondering why she's not hear with you? Why, it was no thing at all to get her to leave you. All I had to make her do was worry about sweet little Lizzie.

Who can resist their mother's voice? It worked for Cherie, didn't it? She swore she never would come back here, but, who you her to. Then, setting the rest of this into motion was the easiest thing.

(MORE)

DEBBIE (CONT'D)
 Your granddaughter let me in,
 Norah, and then your little
 Greenway spells were no longer any
 good. There are so many ghosts in
 that house they got in line trying
 to figure out how to help me. All
 it took was one little push.
 Gravity did the rest.

MUSIC - Eerie transition

59

INT. CENTER OF THE LABYRINTH, MOMENTS EARLIER

59

GROWNUP LIZZIE (V.O.)
 Back in Fae, Kyle and Garrett try
 ferociously to stop Lizzie as she
 careens through the labyrinth.

Goat and Weasel tear ass, trying to keep up with Lizzie who
 is moving ever faster through the labyrinth.

GOAT
 Lizzie! Lizzie, slow down!

WEASEL
 Lizzie! Mistress Lizzie!

GOAT
 Garrett, what is going on?!

WEASEL
 It's like she's possessed.

GOAT
 She said she's hearing the voice of
 her mother. But what if it's --

They burst through the edge of the labyrinth and into the
 center.

GOAT (CONT'D)
 (in horror) It's a mother brain
 worm!

The mother brain worm rises up, howling, and snatches Lizzie

LIZZIE
 (screams)

GOAT / WEASEL
 LIZZIE!!!

MOTHER WORM

(snarling, slurping, then swallows)
GULP! (turns to look at Goat and
Weasel) HISSSSS!!!!

GOAT

It just... it just... just...
just...

WEASEL

Back you monster! Spit her up
before I cut you from front to
rear! I'll --

MOTHER WORM

(roars, dinosaur-like, throwing
Weasel backward)

WEASEL

Nnyuuunnnkkk!

GOAT

Get away from him, worm! Get away!
My horn may be short but I'll still
-- Nyaaaakkk!

Goat attempts to be brave, but the worm turns on him and
swings tail, knocking goat clear to the ground.

MOTHER WORM

(snorting and cackling) I curse you
with despair! Feel your flaws. And
suffer!! (snarls happily, then
shuffles off)

The worm slithers off, farting as it goes.

60

INT. LABYRINTH CENTER, CONTINUOUS

60

GROWNUP LIZZIE (V.O.)

The Brainworm has many weapons, but
one of its most powerful is
hopelessness. If it cannot twist
your brain around to being on its
side, it will take your mind, which
knows it should fight the infected
idea, and make it feel like it
cannot. It makes it feel like
fighting isn't worth it.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

It makes you forget about the things that make you strong and focus only on the things that make you weak, taking away your will to fight and your ability to move. And now it's cast this spell on Kyle and Garrett.

MUSIC - Sorrowful tune.

WEASEL

(groaning) I'm sorry, Mistress Lizzie... I wanted to save you, but I'm no good. I'm just a no good weasel... Good for nothing but double crosses, petty schemes, and getting my friends hurt.

GOAT

I tried, Lizzie, but I told you... I'm no good. I'm tired. I'm old. Carlow is too powerful. You should've stayed away from here. We should have hidden.

MOTHER WORM

(distant) (ROARS!)

WEASEL

There's no way we can beat it, Kyle.

GOAT

We should just stay here. Eventually the goblins will come and kill us. That's what we deserve.

Moment passes.

WEASEL

Just like the no-good weasel that I am -- Lizzie made friends with me, and I couldn't keep up my end of the bargain. A good friend wouldn't... Ohhhhhhhhh (Weasel moans and breaks down)

GOAT

What, Weasel?

WEASEL

(can barely bring himself to say it) L- lll lll loook.

GOAT

Look at -- oh... (sadly) Lizzie's magic wand.

WEASEL

Do you remember? (sniff) She almost died getting that wand! And now because of us she's really going to die!!! (moans)

GOAT

Made it out of real heartstone, and everything. Heart... Stone...

GROWNUP LIZZIE (V.O.)

The heartstone flashes, almost red, for just a moment, before fading again. But in his depths of despair, Kyle can almost feel something.

The heartstone comes alive, but just barely. Flickering, casting a dull glow into the room.

GOAT

I'm such an old useless goat! If I wasn't so tired, I could... Maybe I could... connect with it... I could use it...

WEASEL

(sniffs) You can't ask me to do it, I'm just a lousy weasel.

GOAT

You're a weasel with an enchanted sword.

WEASEL

What does that have to do with anything?

GOAT

Say we were brave enough to go for the stone.

WEASEL

We're not.

GOAT

But. Hypothetically... You could use your sword, touch the heartstone, and connect it with me. There might be a magic circuit.

WEASEL

And what would the magic too?
Remind us how useless we are?

GOAT

You're right. It's too much of a
bother. Better to let ourselves
die.

WEASEL

Better to die down here than to
live in the world Carlow's trying
to create.

GOAT

Carlow... That's right... I don't
like him... Maybe I should... I
should try.... (groans) But it's so
much work...

WEASEL

Work! You complain about work! At
least your work is worth a dingle!
I'm just a no-good cutthroat!

GOAT

I'd rather be a cutthroat than an
impotent unicorn! At least you have
all your parts!

WEASEL

At least you had parts worth having
in the first place!

GOAT

(sighs miserably) Time to sleep.

WEASEL

Mmm... Agreed. (beat) It's hard to
sleep with that heart stone
glowing, isn't it?

GOAT

The heart stone. (brightens) The
heart. Stone. Yes... Just... My
mind is so heavy, hard to lift it
enough to... To focus... Focus
on... Heart... Stone...

WEASEL

She did call me her friend. That
was nice. Even if I didn't deserve
it.

GOAT

Heart... Stone... What was Lizzie said... with the Queen... The Queen... Something happened...

WEASEL

Something about a worm, I think. A worm... A worm got in... Into...

GOAT

Her brain... The thing got into her... Right... Even the Queen of Faerie couldn't... (trails off)

WEASEL

What about the Queen of Faerie?

GOAT

Oh, just, the worm, got into her.

WEASEL

The worm. What?

GOAT

The brainworm. Got into her. The Queen.

WEASEL

Huh... The worm got into the Queen of Faerie... Meaning... Even the Queen... The Queen... Then... Is it so bad... A weasel...

GOAT

And a goat...

WEASEL

Lizzie...

GOAT

Our friend...

WEASEL

Needs our help.

GOAT

Yes.

WEASEL

(tired) We should do something, shouldn't we?

GOAT

Reach for it, Garrett? Hold my stump in one hand and -- (sniffs) Oh my stump, what a useless excuse for a unicorn I am -- (pulls himself together) and reach with your sword. Connect us.

WEASEL

(wails) She trusted me! She did what I told her! Went into a wyvern cave and was almost eaten!

GOAT

Garrett! Quickly! Focus!

WEASEL

(disconsolate) Okay... There's no point, but I might as well try --

GOAT

Now!

GROWNUP LIZZIE (V.O.)

Kyle's persistence pays off, as Garrett at length touches the heartstone with the tip of his enchanted Fae blade, setting off a magical circuit that rocks through the sword, through Garrett, and into Kyle through the stump of his magical horn. The power of this magic is so powerful that for a brief moment, they can speak directly to the Fae Queen herself.

FX - with magical sonic WHOOSH! The heart stone activates and the blue light of TRUTH bathes Goat and Weasel. Their sense of purpose is restored!

FAE QUEEN

(powerful) You do have meaning, dear Kyle and Garrett. Your meaning is thus: Stop the Queen Worm before she aids Carlow in destroying everything we hold dear. Be braver than we Faeries.

Magic pulses up, over, OUT!!! Then dust starts to settle. Weasel and Goat are back to normal!

WEASEL

(gasps) Wha-whawhahahahaaaaa!
Wow! I feel delightful!

GOAT

(panting) The heartstone. It told me the truth.

WEASEL

Same here. I. AM. AWESOME!
YAAAAAHHOOOO! And you know why I'm awesome, Kyle? I'm awesome because I am Lizzie's Friend! (stunned)
Ohmigosh that's it. My fortune. A friend!

GOAT

Yes! Which means. We need to hurry. We need to save her!

WEASEL

(suddenly sobers) Oh right. True that. Let's move it, Kyle. (beat) Kyle?

GOAT

Lizzie was wrong. It's not that I'm not scared. It's that I've learned to be scared, and still fight for what's right. I think I forgot that for a little while. Now, hopefully it's not too late.

WEASEL

One way to find out. Onward!

MUSIC - Triumphant, then transitions into dark/ominous

61 INT. CARLOW'S COURT, MOMENTS LATER

61

GROWNUP LIZZIE (V.O.)

Now, the scene is Carlow's court, where the highest legion of goblin wizards and warriors await the arrival of the mother brainworm, and Carlow's sacrifice... Lizzie.

Back in Carlow's court, he returns from his detour to the dungeon. We hear Lizzie's mom shrieking faintly in the background.

CARLOW

Ah, mother! Nice to see you, you look well fed.

GROWNUP LIZZIE (V.O.)

The mother brainworm slithers to the center of the room, where the goblins have left strange symbols in a spiral pattern. Carlow strides down from the Goblin King's throne and greets her. The brainworm is angry.

Carlow strides to the center of the room, where a pentagram stage is made in preparation for the ceremony which will open a permanent gate to our world.

MOTHER WORM

(shrieks)

CARLOW

What do you mean, you're keeping her? We have a deal.

MOTHER WORM

(hisses)

CARLOW

You are nothing without me, worm, remember that! You were stuck in the unimaginative brains of the lowest rung of goblins, before I devised a plan to infect all of the goblin kingdom. Never forget. We. Have. A. Deal!

MOTHER WORM

(grunts, unsatisfied, then barfs)

In a slurpy, gooey mess, Lizzie plunges out onto the prepared dias.

GROWNUP LIZZIE (V.O.)

The brainworm barfs Lizzie up and out onto the floor.

CARLOW

Good girl. (turns to Lizzie)
Ahhhhh you. My darling grand-niece. So nice to finally meet you. Bittersweet, though. As it will be a short reunion.

LIZZIE

(sniffs)

CARLOW

Pardon me? Couldn't hear you.
Wait... is that... is that you
weeping... like a little girl? Such
a shame. I thought you were a
strong Greenway, capable of
fighting back dark magic?

GROWNUP LIZZIE (V.O.)

But Lizzie wasn't crying. She was
getting ready to clean the worm
snot out of her nose.

LIZZIE

(blows snot rocket)

Lizzie blows a nasty snot rocket onto Carlow. SPLAK!

CARLOW

Gahhh! You dirty! Dirty! Dirty
little girl!

Despite their best efforts not to, a few of the goblins
chuckle.

CARLOW (CONT'D)

(Bellowing) SILENCE!

All becomes silent again.

GROWNUP LIZZIE (V.O.)

The goblins all shut up and Carlow
returns his glare to Lizzie.
Finally she gets a good look at
him, and she can't quite understand
what she's looking at. On the one
hand, she know he's the age her
grandfather would be if he was
still alive, but he doesn't look
any older than her mom. At least,
not at first. If you look at him
ever so slightly sideways, the old
man inside him peeks through. It's
the old man part of him that makes
him dress as he does, in a night
black cloak and a grand top-hat.
It's the old man part that makes
him lean on a dragon-head cane,
even though he seems too young to
need one. The old man part of him
looks like it could be nice. A nice
old man you might meet at church.
But the look in his face is not
nice. Not at all.

CARLOW

I would threaten you with a despicable end you miserable little girl except I don't need to threaten all I need to do is *promise*, and it will be a promise soon kept. You see the circle you lay on now? Where my dear mother brainworm has deposited you? This circle will serve as our faerie ring this evening, a ring that will soon be carved out of your blood. Your blood, spilled from this horn!

GROWNUP LIZZIE (V.O.)

Carlow swings up the dragon-head cane and Lizzie's realize it's not a normal cane at all. It's the horn of a unicorn. Kyle's horn!

CARLOW

What started must be finished, Lizzie. Your grandfather tried to interfere, your mother chickened out. But unseemly events have a way of reaching their conclusion. Debts pass down across generations. And I have come at last to collect.

Carlow locks eyes with the Grand Vizier.

CARLOW (CONT'D)

Grand Vizier!

GOBLIN WIZARD

Yes, Master Carlow.

CARLOW

It's time to prepare the sacrifice.

MUSIC - rumble, uneasy, up and over.

62

INT. HALLS OF THE GOBLIN KING

62

Weasel and Kyle rush up to try and stop Lizzie's untimely end.

GROWNUP LIZZIE (V.O.)

Lizzie's friends rushed to save her, leaping two, three steps at a time. Hoping and praying they're not too late.

WEASEL

(huffing) Why did they build this castle so deep in the ground?

GOAT

Stop squeaking and run, Garrett!

WEASEL

Yeah. Just one foot, in front of the other, one foot, one foot, one foot, one foot, and --- (exhausted) here we are!

GROWNUP LIZZIE (V.O.)

The spiral staircase from the Cursed Labyrinth ends in a large hallway. Garrett puts his hand on the pommel of his enchanted sword.

They arrive at a landing, approaching the throne room.

WEASEL

(panting) Alright. Time to storm the throne room.

GOAT

What? How?

WEASEL

There's the trail of the brain worm's sludge. It leads us right to it.

GOAT

I didn't mean we can't find the place. I meant. Look around. There's not a guard to be seen.

WEASEL

Fool on them!

GOAT

No! That means that every guard -- every mage -- every goblin in the entire king's court is in there. Which means that *we*, as undesired interlopers, are unlikely to get very far.

WEASEL

Hmpf! Haven't you seen my magical sword yet?

Weasel pulls out the faerie blade, zings it a few times for effect.

GOAT

(sighs) Yes, it's a most impressive magic blade. Will it really get us past several hundred goblin guards?

WEASEL

Only one way to find out.

GOAT

Even if we did, it's only going to help us so much. What we really need to do, is to get the heartstone wand back into Lizzie's hands.

WEASEL

And why is that?

GOAT

The heartstone creates a magic truth mirror - the only thing that can truly hurt the brainworm. We need to get it to Lizzie. Somehow...

WEASEL

Fah! We stand here dickering, while Lizzie faces certain death from her evil --

GOBLIN KID

Pssst! Over here!

WEASEL

Huh, what's that?! (peers) It's a goblin! Oh, I'll show you!

With a zing! Weasel produces his enchanted blade, dices it around.

GOBLIN KID

Yikes! I mean you no harm! Please put your sword away!

WEASEL

You can't stop us from saving Lady Lizzie, not you, or a hundred goblin guards, nay, not a thousand! Now! Put up your pike! Let's dance the swordfighter's dance!

GOBLIN KID

No! Stop! I don't want to fight you!

WEASEL

You don't... What? (curious) Kyle I fear this goblin is trying to get me to let down my guard.

GOAT

He, uh, hmmm ... Let me get a good look at you... (raises eyebrow) Garrett I'm not seeing a brainworm in this one.

WEASEL

Then why are they trying to stop us, and defend the treasonous warlock?

GOBLIN KID

I was hiding in the hallway, and I overheard what you were talking about. You're right, every grownup goblin in the place is in there --

WEASEL

That won't stop me, I'll go in, I'll slice, dice, stab my way through, and I'll grab Mistress Lizzie --

GOBLIN KID

No! Please! Don't! My dad is in there. And my friends. They didn't mean for it to go this far.

WEASEL

All the same, they stand with Carlow, do they not? They are enemies to Fae. *And*, more importantly, my friend Lizzie. No get out of my way --

GOBLIN KID

There's another way to do this!

WEASEL

I've heard enough --

GOAT

SHUSH, Garrett! The remains of the last war are what left the food for the brainworm to begin with. We don't need to start another one.

WEASEL

Hmpf.

GOAT

We're listening.

GOBLIN KID

I heard you saying you needed to get something to the girl they took in there. I can do that.

WEASEL

No way!

GOAT

Ssh! How?

GOBLIN KID

They never pay attention to me! I'm invisible to them. The grownups never pay attention to what kids are doing. It's how I've survived this long.

WEASEL

I don't like it.

GOAT

What don't you like?

WEASEL

You're going to give the magic heartstone wand to a *goblin*?

GOBLIN KID

Please, I can help.

GOAT

I don't think we have a choice, Garrett.

WEASEL

There's always a choice!

GOBLIN KID

I want to kill the brainworm more than anybody.

(MORE)

GOBLIN KID (CONT'D)

Things have been wrong here in goblin land my whole life. I know it can be different, if we can just get rid of that thing. Please let me help.

WEASEL

This jabberwocking has sure been fun, but if you'll please excuse me --

GOAT

Let's do it.

WEASEL

Wait. What. Kyle?

GOAT

Give the kid a chance.

WEASEL

And if it's a trap?

GOAT

We'll be no more dead than if we stormed in with blades in the first place. Are you ready to do this?

GOBLIN KID

Yes. Thank you! I won't let you down.

MUSIC - Mysterious, up over.

63

INT. CARLOW'S COURT, CONCURRENTLY

63

MUSIC - Deeply grim, the bad guy is going to win type music.

The great goblin court is assembled for their moment of victory.

GROWNUP LIZZIE (V.O.)

Lizzie's friends hope their plan will go fast enough, because even as they speak, Carlow has pinned Lizzie to the ground and is asking the Grand Vizier -- his second in command -- to start the spell that will create a permanent gate from our world to the World of Fae, a spell which ends with stabbing Lizzie through the heart.

CARLOW

Grand Vizier, start the ceremony!

GOBLIN WIZARD

Yes, Master Carlow. Circles are the power that drive Fae. All things pass in circles. Time. Lives. History. All things can be understood by understanding their position on the circle.

CARLOW

(grumpily) Unless of course they're in three dimensions. Come on, come on...

GOBLIN WIZARD

(undeterred) The circle is perfect except at certain times, where the circles of other worlds come close to Fae, and nudge the turning of our worlds, ever so. And at these turnings, gateways may be opened. Not just a crack like what happens when creatures steal away through the Fae trees, but a passage through which great armies may ride, or mighty dragons. It is a thing of legend, that it is possible to open one of these great gateways forever. To cut a hole between worlds and pass through freely. To do such a thing requires a warlock of incredible talent. And a powerful sacrifice. The blood of a child, and the horn of a unicorn.

CARLOW

At last.

GOBLIN WIZARD

At last indeed, Great Master.

GROWNUP LIZZIE (V.O.)

Carlow walks to Lizzie, grinning, the man who should be her dotting grand-uncle, and now intends to murder her.

LIZZIE

Why?

GROWNUP LIZZIE (V.O.)

He stops.

CARLOW

Why? The unicorn horn is imbued with the essential magic of the beast, especially in a younger unicorn where the rate of growth is strong, and the chemical nature of children's blood is known to --
 (beat) Oh. You were wondering. *Why*. Why am I doing this? Why would your blood kin want to spill one of their own? (thinks) I suppose I could tell you it was because of the beatings. I was the youngest child, the runt of the litter and mother hit me because my daddy hit her. Was it that? Or was it because of the jealousy? Oh, your smug line always walked about town so much better than us, with all your gifts from the Fae, while our family's farm had cursed ground and fallow fields... Perhaps that was it. (sighs) I suppose we'll never know. That's the problem with family secrets.

LIZZIE

Noo nooo nooo nooo --

GROWNUP LIZZIE (V.O.)

Carlow raises the horn high above Lizzie's head, and she struggles to move, but she can't. She thinks - oh - if only there was some kind of calm in her head that would work, but her mind won't focus, it's racing too hard. Lizzie's eyes dart around looking for something - someone - anything to save her --

GOBLIN KID

(pssst) Here, Lizzie!

GROWNUP LIZZIE (V.O.)

A small figure in a dark robe appears from the corner of her eye, thrusting something at her. Her wand! She raises it high, aiming it towards Carlow's face.

CARLOW

What?! --

GROWNUP LIZZIE (V.O.)

Carlow pauses for a second, just a second, but it's enough for Lizzie to find her inner quiet place. To calm herself and find her mother's voice - the calm voice, her real mother. The, she can channel the power of Truth that worked so well against the Fae Queen.

FX magical boom as mirror spell is cast.

GROWNUP LIZZIE (V.O.)

A blue circle of light shoots out in front of Lizzie, pushing light onto Carlow's face, making images flicker by, showing him all that he is and all that he's done. This is what broke the Fae Queen, and this is what will break the spell the Brainworm has cast on him.

Or so Lizzie think. But instead, he smiles.

CARLOW

(grinning) Oh, darling, darling grand-niece. You think the truth will hurt me. But I told you already. I know what I am and I am proud of it. I was just born bad.

GROWNUP LIZZIE (V.O.)

To Lizzie's horror, he raises the horn again, and as she struggles to move, the doors to the grand chamber burst forth --

WEASEL

Hey! That horn belongs to my friend Kyle, and he wants it back!

GROWNUP LIZZIE (V.O.)

As Garrett's words ring out in the chamber, Carlow's distraction is broken for just a moment, a moment long enough to give Kyle the opening he needs.

GOAT

I don't think so!

GROWNUP LIZZIE (V.O.)

Kyle dodges out from underneath the goblins, smashing his forehead into Carlow, who staggers, the horn flying from his hand. In a blink, Garrett is standing next to Kyle in the inner ring, brandishing their faerie sword.

WEASEL

Nuh-uh-uh! No goblins in the circle, not unless you'd like to be skewered!

GROWNUP LIZZIE (V.O.)

The goblins hesitate only a moment, before they descend on Garrett. Garrett dodges, weaves - moving so fast they're nearly a blur - but Garrett's not hurting the goblins, he's slicing their spears in half, cleaving their swords - leaving them disarmed even as they mob him.

There are so many goblins, and just one weasel! Any moment, Garrett will be overwhelmed. And then, Lizzie looks to where Carlow is standing back up, his hands balled up into two burning fists, about to throw them at Kyle.

LIZZIE

Nooo!!!

GROWNUP LIZZIE (V.O.)

Lizzie grabs the unicorn horn - Kyle's horn - and in one smooth movement hurls it towards Carlow. She never was much at playing catch in school but in this moment the horn flies true.

WEASEL / GOAT

Lizzie, No!!!!

FX - Thack! Lizzie stabs Carlow.

GROWNUP LIZZIE (V.O.)

Carlow spins around to stare at his grand-niece, stunned, as the horn pierces his chest.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)
 His glowing red burning fists
 fizzle, and he sinks to his knees,
 looking at his chest in puzzlement.

CARLOW
 That's not... How it was
 supposed... To work...

GROWNUP LIZZIE (V.O.)
 Carlow's blood spills onto the
 symbols meticulously laid out on
 the floor, and as it does, the ring
 starts to glow.

MOTHER WORM
 (Hisses in delight) Yesssss!!!
 Yesssss!! Yeeesssssss!!!

GROWNUP LIZZIE (V.O.)
 And it's at that moment Lizzie
 realizes she's been focusing on the
 wrong bad guy all along.

CARLOW
 (puzzled) This won't work. It can't
 work! You said I needed a child!

MOTHER WORM
 Emotionally, you're a child,
 Carlow. You'll work well enough.

Carlow, betrayed and confused, turns a tirade on Mother
 Brainworm.

CARLOW
 (enraged) We had a deal! I was to
 be emperor! I was to be a god!

MOTHER WORM
 (cackling, snarling) All mortals
 think that.

CARLOW
 You promised me! You promised me!

MOTHER WORM
 I only promised one thing: that you
 would be mine in the end.

GROWNUP LIZZIE (V.O.)
 And then, so fast Lizzie can hardly
 register, the queen brain worm
 dives down, and swallows Carlow
 whole.

CARLOW
(howling) Aaahhh! Auuuuuukkk!!

Grotesque slurping noise as the mother brainworm consumes Carlow.

MOTHER WORM
(smacking lips, then burp)

GROWNUP LIZZIE (V.O.)
The mother brainworm turns to look at Lizzie, speaking from its mouth ringed with teeth upon teeth upon teeth upon teeth.

MOTHER WORM
Thank you, Lizzie. You made this very easy for me.

GROWNUP LIZZIE (V.O.)
The ring of blood around us flashes fire. The center of the floor opens up, and a door is opened to another world -- my world. And the mother brainworm slithers through.

FX - Fwoosh!!

MUSIC - Deeply terrifying music, rise up, over, out.

END PART 8

BEGIN PART 9

64

INT. HOSPITAL, OUR WORLD - PRESENT DAY

64

GROWNUP LIZZIE (V.O.)

It's five minutes before midnight in our world, and Aunt Debbie sits next to Grandma Norah's hospital bed trying to get Grandma's mind messed up so that the Mama Brainworm will have an easier time taking over.

See, Debbie has thought about this night for a very long time. When the gate opens, it will be Debbie, not Carlow, who will lead the goblin armies from the realm of Fae into our world. It will be Debbie who will combine Fae magic with the power of the brainworm to rule both worlds, Fae and human. She will imprison the Fae Queen and take the World Tree for herself. She will take New York, London, Cairo, Beijing, Melbourne, Sao Paolo.

The thoughts of how she'll use her coming power have kept Debbie entertained for nearly sixty years. But now that the moment has nearly arrived, Debbie gets sentimental. She tells Grandma Norah a family secret.

DEBBIE

You know, before your fair Jack passed away I told him a story a lot like the one I'm telling you now.

NORAH

(Grunts) What?

DEBBIE

Oh, you didn't know I was there? Of course I was, I'd be a fool to miss the show, don't you think?

(MORE)

DEBBIE (CONT'D)

Why, there were a good ten minutes we just sat there together, quiet in the woods, while his blood drained out.

Oh I told him stories -- I love spinning a good yarn -- I told him about how the Greenway side of the family always had the gifts of the Fae, but that our side of the family had the gifts of another kind.

We had the gifts of the worms that lived underneath our fallow fields, ever chewing through the plant roots, worming their way into our cows and pigs and sucking their life blood dry.

I told Jack how what happened to Carlow that night, all those years ago, was really my idea. Carlow had the glow in his eyes, that's for sure, but he needed someone to plant the idea in his head. And that was me. I promised Carlow to the worms, and the worms got to go to Fae, a place they'd wanted to go to for a long, long time. (chuckles) You didn't think it was coincidence Carlow came across brainworms in the goblin king's court, do you?

Oh, you should've seen the look in his face, when he realized how badly he'd been had. He even -- do you believe this -- asked me to help him. And I could have, you know. The worms love to devour things but they can also fix things up. After all, how do you get things clean unless you have worms to eat up the decay?

But I wasn't giving him to those kinds of worms. I was going to let him finish bleeding out as I finished my story.

(MORE)

DEBBIE (CONT'D)

How I would spend the next decades of my life biding my time, watching over his widowed wife and daughter, waiting for the right time to murder them both, and give the worms what they always wanted. And you should've seen the look in his eyes when his heart finally gave out. Ah, that man...

(smiling) Now, dear Norah, we can put all this waiting behind us. Look at the clock, a few more minutes to go. Mother is almost here.

65

INT. CARLOW'S COURT, MOMENTS EARLIER

65

Replay of scene from Episode 8 (sans Lizzie's VO). Grotesque slurping noise as the mother brainworm consumes Carlow.

MOTHER WORM

(smacking lips) Thank you, Lizzie. You made this very easy for me.

FX - Fwoom fwoom fwoom! The ring of Carlow's blood bursts forth in flames, and a doorway opens, warbling to our world. The mother brainworm slithers through. Fwooosh! The gate slams shut behind them.

WEASEL

What... What just happened?

GOAT

(bleak) Oh no... No... No... No...

GROWNUP LIZZIE (V.O.)

Lizzie, Kyle, and Garrett stare at the center of the ring of symbols. Seconds ago this held a gateway to Lizzie's world, but now it's closed, just bare boring stone again. No worm, no Carlow. When the three friends get over their shock and look up again, they see the hundreds of goblins staring at them.

GOAT

Lizzie. Step close to me.

WEASEL

(losing some of his nerve) Don't any of you... Don't move... I've got a sword...

GROWNUP LIZZIE (V.O.)

With cold certainty, Lizzie realizes this is the end. They thought Carlow was the bad guy, but by being so focused on him, they instead helped turn him into something much worse, and that worse thing got away. And now they're about to be killed by the Goblins. Except...

GOBLIN WIZARD

It's gone.

LIZZIE / GOAT / WEASEL

What?

GOBLIN WIZARD

(laughing) Do you feel it? It's gone! Everyone! The thing in your head! Gone!

There is a brief moment of celebration before the Goblin Warrior (head of king's guard) butts in.

GOBLIN WARRIOR

And who brought it here to begin with, Grand Vizier?! Your schemes against the rightful king Lllahadnath (EEL-RA-HAD-NATH) provided fertile ground for the fiend to take over --

GOBLIN WIZARD

Our past King had his faults, we only used our right to protest --

GOBLIN WARRIOR

Fah! By protest you mean take secret meetings in the dark and talk of betrayal! Lllahadnath never sought to sell us out to a warlock, nor to turn the Fae into enemies! It's high time the magic-users be exterminated from the goblin keep. Warriors, join me with your blades -

-

GOBLIN WIZARD

If it must be so, then warlocks!
Stand beside me with your spells!
It will not be the first time we
have fought for a throne!

GOBLIN KID

STOPPP!!!

Goblin kid's voice rings out, temporarily pausing the rift between goblin factions.

GOBLIN KID (CONT'D)

Carlow is gone, and the brain worm is out of all of your heads. What else does it matter? Plus, the worm escaped.

GOBLIN WIZARD

(snarls) What of it? Let that other world burn.

GOBLIN WARRIOR

For once, we agree.

GOBLIN KID

Don't you see? Our worlds are connected. If we let the worm destroy their world, it'll come back to ours next. It needs to be stopped, for good.

GOBLIN WIZARD

Who are you to speak to the Grand Vizier and the King's Guard anyways?

GOBLIN WARRIOR

Indeed!

GOBLIN ELDER

This is my child!

Heads turn as one of the guards walks forward from among the crowd.

GOBLIN ELDER (CONT'D)

And they speak the truth. Doesn't your mind feel clearer, without the worm inside of it? Can't you see what it's been doing to us?

GOBLIN WIZARD

We are gladly rid of the pest, but that does not mean we get involved in the affairs of these creatures.

FAE LIEUTENANT

I would say you are all fairly involved.

GROWNUP LIZZIE (V.O.)

The room silences as another creature enters, not goblin, not unicorn, not human, not weasel -- but Faerie.

GOBLIN ELDER

A Faerie...

GOBLIN WIZARD

How did you get here --

GOBLIN WARRIOR

Our warriors conquered you! --

FAE LIEUTENANT

And were defeated. When the worm's power broke, the goblin legion in the Fae kingdom laid down their arms. The World Tree is ours again. This girl Greenway left a magical trail so obvious that a novice could have followed her portal back. I came on behalf of our Queen, to seek safe passage for her honored guests.

GOBLIN WARRIOR

(shrugs) They are yours.

GOBLIN WIZARD

Wait a minute! We suddenly forgive the Fae all their transgressions?! Were we not just moments ago locked in combat?!

FAE LIEUTENANT

(bristling) Your ill-advised attack on the World Tree was defeated, you best accept it, before our attitude becomes less forgiving.

GOBLIN WIZARD

I hope you're prepared to fight anew --

FAE LIEUTENANT

I will raise an army here so fast
that you goblin kind will never --

With a sudden, shifting groan, the room starts shaking

GOBLIN WARRIOR

What's that?

GROWNUP LIZZIE (V.O.)

The portal which closed behind the Mother Brainworm re-opens, and suddenly creatures are pouring through. They're brain worms, but not like the hidden, shadow things that live in people's minds. These ones are huge, snarling monsters, like the Mother worm herself, all rings of teeth with slithering, snarling bodies.

The scene moves almost in slow-motion. The goblin warriors move to raise weapons, but nary a hand reaches a handle before the worms swallow them. The wizards start to cast spells, but they don't have enough time to speak their magic words before the worms overtake them, as well.

The Grand Vizier and the King's Guard are among the first to fall. Garrett moves to grab his blade but Kyle stops him. The Fae envoy snatches all of us, before we have a chance to join the fray.

FAE LIEUTENANT

Come, heroes, this is not our fight.

CHERIE

(distant) Lizzie!!!

GROWNUP LIZZIE (V.O.)

Lizzie hear's her mother's voice -- her real mother this time -- and suddenly it's all quite clear. It is not her friend's fight, but it's hers.

LIZZIE

Mom!

GROWNUP LIZZIE (V.O.)
 Lizzie darts out of the Fae
 Lieutenant's arms, past the brain
 worms, and into the portal. She
 doesn't know where she's going or
 how she'll find her mother, but she
 knows for sure this is the only way
 to save her.

LIZZIE
 Mom!!!

Which magical SWOOSH -- Lizzie descends into the portal.

GOAT
 Dammit! Not again!

WEASEL
 Well, Kyle, it's time to try this
 enchanted blade on for size. Hey!
 Worm breath! Come get some!

MUSIC - Huge battle music, up, and over.

66

INT. THE 'TWEEN WORLDS, MOMENTS LATER

66

Tense music, continuous, underneath...

CHERIE
 (ethereal)
 Lizzie! Lizzie!!! Here!!!

GROWNUP LIZZIE (V.O.)
 Lizzie's running down a flight of
 stairs, not unlike the spiral
 staircase that led up from the
 Cursed Labyrinth, except, she's not
 in the Goblin King's castle
 anymore. She is in the world
 between worlds, a place where the
 Brainworm already has absolute
 power. As she runs down the stairs,
 worms fly by her, in the hundreds,
 the thousands. Any of them could
 devour Lizzie, yet they rush right
 past her.

CARLOW
 (disembodied) They're saving you
 for mother.

LIZZIE
 You're... You're dead...

CARLOW

When mother takes you, you live forever.

LIZZIE

Get out of my head, Carlow!!!
(snarls, with magical force pushes her Uncle's dark thoughts away)

GROWNUP LIZZIE (V.O.)

Lizzie closes her eyes, and with great force pushes her Great Uncle Carlow back out of her head.

CARLOW

No, I won't! I belong! You're mine!

LIZZIE

No! No! No! Noooo!!!

CARLOW

Arrrrgggghhh!!!

GROWNUP LIZZIE (V.O.)

Lizzie's head is clear again, and she opens her eyes, and she's not on the staircase anymore. She's at the bottom of the wellspring, the empty wellspring, where this story started and where this story will end, one way or another.

LIZZIE

Mom?!

CHERIE

(distant) Lizzie!!!

GROWNUP LIZZIE (V.O.)

Lizzie looks at her hand and realizes she's holding the heartstone wand like a sword. For a moment, she hesitates. How can this tiny little stick and a sliver of rock do anything against what she has to fight? But she knows she has to go on, she has to save her mom.

CHERIE

Lizzie, oh dear, dear Lizzie, please... Let me see your face...

GROWNUP LIZZIE (V.O.)

Lizzie's at the bottom of the wishing well, but it's not the wishing well from the real world. It's one from her mother's dreams. The one that has haunted her mom all these years and kept her from coming back. She sits at the bottom of the well, holding the dead body of her dada Jack -- Lizzie's grandpa -- in her lap.

CHERIE

(sniffs) I could have stopped it, Lizzie, if I was a good girl, if I'd only done what he told me, none of this would have happened, he'd still have been alive...

LIZZIE

Mom...

MOTHER WORM

(squeals like a horrific monster banshee)

LIZZIE

Mom, we've got to go...

CHERIE

Dr. Sparrow told me none of this was real, but he lied. I told him this would happen. I've been dreaming about it all my life. We're stuck at the bottom of this place, I'm holding onto Dad, wishing I could wake him up. Then we hear a fiend from down the halls. It's screaming. We have nowhere to run to. Then, we hear another voice --

DEBBIE

(raised voice) Cherie! Sweet Cherie! Where are you, honey? Your Aunt Debbie has some parting wisdom for you. (aside) I told you, mother, we'd find her down here, there is only one place she was ever going to go.

CHERIE

I told him how we cower in here, with nowhere to go, I put down the thing in my arms and take you in them instead as they come closer, and I can hear the slithering of the worm creature, *slock, slock, slock*, and the footsteps of my aunt, my aunt who could have made things different.

In my nightmares this is the part where I wake up, but I know that one day, it's going to be real, and I'm not going to wake up. I'm going to have to watch everything that happens.

GROWNUP LIZZIE (V.O.)

"Everything that happens." This is the moment where Lizzie decides everything will, everything *must* change.

LIZZIE

Mom. Stop feeding it.

CHERIE

What?

LIZZIE

Stop feeding it!

CHERIE

What... How?

GROWNUP LIZZIE (V.O.)

It's then that Lizzie realizes that the calm place she's found which powers the heart stone wand, isn't her mother at all. It's grandma.

LIZZIE

(calmly) What did grandma always tell you to do? If you lost each other?

DEBBIE

(close) Cherie! Sweet Cherie! It's time for you to meet mother, up close and personal.

CHERIE

I don't know, Sweetie...

LIZZIE

Where did she tell you to go?

CHERIE

She... she told me... She... (takes a deep breath, raggedly slows her breathing) She told me it couldn't hurt me. But she was wrong, Lizzie, it can.

LIZZIE

It can hurt you, but it can't devour you. Not if you don't feed it.

CHERIE

What happens, Lizzie, it's so terrible... So terrible...

LIZZIE

You can change what happens. It doesn't have to happen again.

MOTHER WORM

(Squelches in horrific dragon noise)

LIZZIE

(raises voice) You hear that! You can scream at us all you want! You can gnash your teeth! You can put whatever you want into our brains, BUT YOU CAN'T HAVE US!

MOTHER WORM

(squeals in anger) I will! I will have have have! Eat eat eat! You WILL BE MINE!

GROWNUP LIZZIE (V.O.)

Lizzie holds the heartstone wand aloft, it's shaking, shimmering, glowing hot red, so hot it burns her hand and she would drop it if not for the iron will that keeps her holding it aloft.

LIZZIE

No!

DEBBIE

Who are you to say No to Me, little girl?!

LIZZIE

I'm Lizzie Greenway! Daughter of
Cherie, Grand-Daughter of Norah!

DEBBIE

(scoffs) Cherie is lying there
helpless, Norah's in a coma, and
you are but a little girl. What can
the Greenway clan do to stop this?

NORAH

(unearthly) We can do plenty.

With a fizzling WHOOMP! Grandma Norah appears on the scene.

GROWNUP LIZZIE (V.O.)

It's grandma Norah, looking as
strong as she ever has, staring
defiantly at Aunt Debbie.

DEBBIE

Wha - No - How?

NORAH

You opened gates between worlds.
Not just brainworms can get
through. (looks to Lizzie) And you
held up a bright torch for me to
see. Cherie, my darling girl, stand
up and join your mother.

CHERIE

(distraught) I can't, mom, look
what I did.

NORAH

Hear me, Cherie, and hear me well
and with the full power of this
place and the truth burning in your
daughter's heartstone wand. It was
not your fault. You didn't kill
daddy. It was an accident. We loved
Jack but you've got to let that
body go, you have to come out of
this well once and forever.

CHERIE

I, mom...

NORAH

Take my hand, Cherie.

GROWNUP LIZZIE (V.O.)

The gate in Carlow's court opens long enough to spit Lizzie back through it again, then dims, forever.

GOAT

Lizzie! Ohmygosh, Lizzie!

LIZZIE

(gasps) I... I... I'm back... I'm back... (looks around) What happened? Where is everyone?

GOAT

You missed a battle for the ages. The goblins and the fae quickly forgot their differences once the armies of the brainworms came through. There is so much blood spilled, no one knows from which species it came, nor does it matter. What matters, is that Fae is saved. The portal closed. And that is thanks to you.

WEASEL

Humpf, I'd say my fancy sword-work had something to do with it, as well.

GOAT

Shut up, Garrett.

WEASEL

(sighs) I'll compose my own ballad, then, since I clearly won't be included in *yours* (whistling as he moves off-stage) The great battle of the worms began, and through the bladed sword of Garrett they ran... It was the weasel-prince's deering doo, that won the war of goblin too -- (fading)

LIZZIE

I'm sorry, Kyle.

GOAT

Sorry. Sorry why?

LIZZIE

Your horn. It's gone.

GOAT

Gone? (looks around) I suppose it is. I've lived so long without it, I hardly miss it.

LIZZIE

But I used it to kill Carlow, my own Great-Uncle! Even if he was a bad person, I hurt him, and opened up a portal for the worm monster.

GOAT

It's okay, Lizzie. We made things right in the end, didn't we?

LIZZIE

But you'll never be a unicorn again!

GOAT

I've been thinking about that. I never was **not** a unicorn. I was missing a horn, sure, but did that make me ever less a unicorn? I still did magic. I still helped people. I still made friends with a wonderful girl. You.

LIZZIE

And you get to stay in your world now.

GOAT

That's right. And we got to get you back to yours. Uh, somehow. There's someone I know who might be able to help us.

LIZZIE

Yeah?

GOAT

She's really special, this one. Most people in Fae, consider her a Goddess.

GOBLIN KID

Can I meet her too?

GOAT

Oh, hey. You made it.

GOBLIN KID

I found a bag of handiness and hid
inside of it. Do you want it back?
It has some pieces of heartstone in
it.

LIZZIE

Please, take it. I don't think I
bring it with me, where I'm going.

GOAT

Then, that settles it. We have a
long journey ahead of us.

LIZZIE

We can't just use a magic portal?

GOAT

Not this time.

MUSIC - Interlude

68

EXT. TRAVELING THE FAE FOREST

68

GROWNUP LIZZIE (V.O.)

I would like to tell you all about
the friend's journey back to the
World Tree, about all the
adventures Lizzie had with Kyle,
and the goblin kid, Larry, who
quickly became her friend too.
Larry helped them through the
barren border lands of the goblin
kingdom and taught them foods that
were good to eat -- even for humans
-- and it wasn't long before they
came across Garrett again... This
time when the weasel saved them
from being nabbed by a desert
salamander.

The beauty of Fae you can hardly
describe. There are colors there
which don't exist in our world,
things more vibrant than the sunset
and deeper than the ocean. There
are creatures there that speak a
language that resembles the wind,
and many places, if you are quiet,
will teach you a magic spell.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

I would like to tell you of all the adventures they had -- the skirmish with the dragon (a small one) and the riddle match they had with the troll, Widdershins - oh yes, they met him again - and how all of these things paled in comparison with their return to the Great Wood, and to the World Tree. To the beating heart of Fae.

I would like to tell you all this, but, our time now is nearly at an end, and there are things I need to tell you yet. So we go now to Lizzie's second visit with the Faerie Queen, the one who holds dominion in the court of the World Tree. The one whom the Fae folk consider a goddess. And so do I.

69

INT. COURT OF THE FAE QUEEN

69

Cut to where they are already in the Queen's court, with the assembled gentry of Fae society. Kyle, Larry, Garrett, Lizzie all kneel before the Queen, but she's having none of it. Ever since she was saved from the brain worm stuff, she's much more humble.

FAE QUEEN

You may all rise. It is I who should bow to you, Dear Lizzie. Your actions saved all of Fae.

LIZZIE

But I let the goblins in. The goblins nearly destroyed the World Tree.

FAE QUEEN

The roots of the World Tree had grown rotten. Our ideas had turned us into fiends as horrible as those we feared. Larry, you are the goblin envoy, I understand?

GOBLIN KID

I'm but a shepherd, Queen.

FAE QUEEN

You are much more than that. The Fae will escort you back to your land and help to rebuild, after the terrible loss caused by Carlow, and the brain worms. I hope that in this rebuilding, we will also rekindle friendship. The journey will be slow, as we still must take the mountain route, but I have spoken to the dwarves and gnomes, who are excited to build a new bridge across the chasm, so that travel between our realms will be easier. My hope is one day the realms will feel as one. Fae and Goblin, Troll and Wyvern, Gnome, Dwarf, Elves... We must be vigilant against monsters like the brainworm, and protect the realm that feeds us and brings life.

GOBLIN KID

Thank you, Queen.

FAE QUEEN

Yes... Queen... That is a title I won't hold much longer. I think it is time for Queens and Kings to be gone. But, one thing at a time. Garrett, fair weasel? You're owed a gift from the treasury --

WEASEL

Nay, Queen, I have found fortune enough. My friend Lizzie.

FAE QUEEN

(smiles) Indeed. May I offer you something else then? Your name in a song?

WEASEL

What's that?

FAE CASSANDRA

(approaches, sulkily) Hi.

WEASEL

Oh, you. Cassandra.

FAE CASSANDRA

You set the world tree alight, yet I'm told they want me to craft a chapter for you in the great Fae Storybook.

WEASEL

(in awe) Truly?

FAE QUEEN

Your contribution shall not be forgotten, Garrett.

WEASEL

Why! Wheee-hee-hee-heee-heee!!!
Delightful! Oh, wait till mother here's of this one!!!

FAE CASSANDRA

Yes... Yes indeed...

Weasel / Cassandra depart.

FAE QUEEN

Now you, Kyle... The unicorn.

GOAT

I know I cannot have my horn back.
I have made my peace with this.

FAE QUEEN

It's not about your horn. It's about your relations.

GOAT

My... what?

FAE QUEEN

We have been searching high and low throughout Fae for sign of the unicorns, and I believe we know where you may find them. It is a long, difficult journey, but with time --

GOAT

Yes! Yes yes yes yes yes!!! I shall go straight away.

FAE QUEEN

Excellent. Which leaves you, Dear Lizzie, the Fae's heroine. I wish I could tell you what you wish to hear.

(MORE)

FAE QUEEN (CONT'D)

The gateway between your world, and ours, grows thin at the solstice, and the sacrifice of your uncle carved a large hole through our worlds. A hole which you sealed back up. Which means... Getting back to your world, will be difficult. Without the stardship of the Greenways, the roots of the tree portals already had grown weak and brittle, and what with the battle with the goblins... (sighs) I don't know how crossing into your world is to be done. Other than to ask you to wait.

LIZZIE

Wait... For how long?

Fae Queen changes subject...

FAE QUEEN

You may have anything you wish from our world... Treasures... land... training in any variety of magic. We can give you all of these things. Perhaps they will help make the passing of time less painful.

LIZZIE

How. Much. Time?

GOAT

(softly) It will feel like a century, Dear.

LIZZIE

A... Century...

FAE QUEEN

I'm sorry, our hero, we can offer you any gift from the realms, save passage home.

NORAH

Then perhaps I can help.

All murmurs in the court shush. Lizzie spins.

LIZZIE

Grandma?

NORAH

My body is leaving our world, Lizzie, which means there is a narrow window, a slight crack in the veil. I haven't gone all the way back to your world since we fought off Debbie, so instead, I've been here, listening for your voice. I can help you cross back over. Just this once.

LIZZIE

And that's it. I won't be able to come back here anymore?

NORAH

You might be able to visit, some years from now, if you help feed the wellspring. In thirty years if you guard it well, you might even be able to cross over again, at least for one night.

FAE QUEEN

It is your choice, Lizzie. Our offer is true, you may stay in our world with all the gifts we offer, or take your grandmother's invitation.

LIZZIE

I can't leave mom by herself. I have to... I have to grow up. (sniffs) But I'm going to miss you. All of you. Especially you, Kyle.

GOAT

Thanks, Lizzie. Thank you for everything.

LIZZIE

Thank you, too. And you too, Garrett. I'm still glad I went for that Wyvern Egg.

WEASEL

Go on. Get out of here. People will miss you.

LIZZIE

Yeah. They will. Goodbye. Goodbye everybody.

GROWNUP LIZZIE (V.O.)
 Lizzie took her grandmother's hand,
 and with it, one last look at all
 her friends, at the majesty of the
 Faerie Queen, and then... she was
 home again.

70

INT. HOSPITAL, OUR WORLD

70

Steady beeeeeep of the hospital equipment.

LIZZIE
 Bye, grandma...

CHERIE
 (startled) Lizzie, when did you get
 here?

LIZZIE
 I've been here all along.

CHERIE
 You - have - of course. Of course.
 (sniffs) Sorry, I'm not thinking
 right. Here. Give me a hug.

LIZZIE
 Thanks, mom.

CHERIE
 We're gonna miss her. It's okay.
 Somehow, I feel like she's not gone
 that far away. Like part of her is
 in a place that I know really well.

LIZZIE
 Yeah. I feel that way too.

CHERIE
 Things are going to be different,
 Lizzie. I made a big mistake
 keeping you away from here, from
 home. I'm sorry. It's time for us
 to remember who we are.

GROWNUP LIZZIE (V.O.)
 For all of the adventures that
 happened in Fae, Lizzie remembered
 that moment, most of all, when
 Grandma Norah really did cross over
 from our world to their world where
 Grandpa Jack already was.

(MORE)

GROWNUP LIZZIE (V.O.) (CONT'D)

She remembers that moment like a photograph. The smell of the hospital bed sheets and the really strong cleaner they use on it. The sound of the medical equipment. The sharp squeak of wheels out in the hallway. It is the opposite of Fae, a place that is sharp, bright, and sterile, but it is the place where goodbyes are made, so Lizzie remembers it down to the very last detail.

MUSIC - Interlude.

71

EXT. FARMHOUSE GROUNDS, OUR WORLD, YEARS LATER

71

It's now thirty years later (2049). Lizzie prepares to bring her own daughter to Fae.

GROWNUP LIZZIE (V.O.)

Once upon a nearby time, a girl named Lizzie who was just your age, and her mom, said goodbye to their grandmother, and moved back in to their family's old farmhouse. I could like to tell you all about all the years Lizzie and her mom lived in that old house, and all the times they brought offerings to the portal to Fae, which had been abandoned in Lizzie's mother's time and closed off in the battle with Carlow. I could tell you so many things, but, I think you know already why I am telling you this story, now. Tonight is the full moon, on the summer solstice, thirty years to the day since I came back from my first strange journey, the day I have made preparations for since that time so long ago, when I was your age, and I was forced to fight my family's fiends. I've realized I've spent all the years between then and now preparing for tonight, for the night a Greenway might be able to return once more to Fae.

Forest ambience. Grownup Lizzie brings her daughter, GLENDORA (10), into the woods to the portal to Fae.

GROWNUP LIZZIE

Come on, Glendora! Don't be scared.

GLENDORA

Are we going to meet them, mom?
Garrett? Kyle? The Fae Queen?

GROWNUP LIZZIE

Not me, darling, I'm too old to
enter the portal. But as for you.
Yes. There's so many people you
need to meet.

MUSIC - up, over, out.